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30 THAT'S THE MAGIC NUMBER

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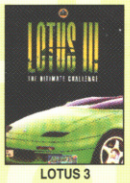

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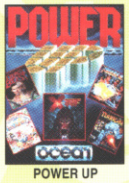

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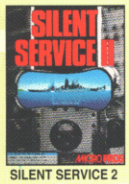

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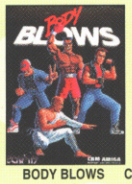

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CD32 DIGGERS

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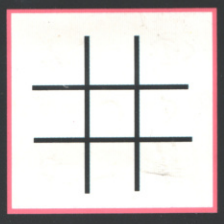

RULES:

1 Place X and O symbols alternately within grid boundaries.
2 Make a line of like symbols.
NB Use pencil or wipe-clean felt tip for repeated play.

YOURS WITH ISSUE 30 OF AMIGA POWER

30 THAT'S THE MAGIC NUMBER

SKIDMARKS

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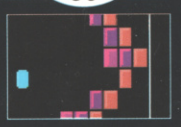

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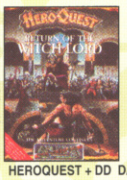

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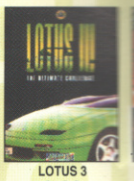

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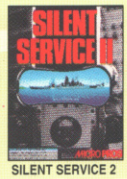

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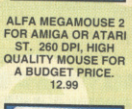

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AMIGA POWER

ISSUE 30 OCTOBER 1993

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Stuart Campbell

REALLY VERY TIRED INDEED
Dave Green

KNACKERED
Mark Winstanley
Steve McGill

SHAGGED OUT
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ON HER LAST LEGS
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AD DESIGN
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PUBLISHER
Colin The Publisher

GROUP PUBLISHING DIRECTOR
Greg Ingham

PROMOTIONS ASSISTANT
Tamara Ward

CIRCULATION DIRECTOR
Sue Hartley

MANAGING DIRECTOR
Chris Anderson

CONTRIBUTORS: **Jonathan Davies, Rich Pelley, Dave Golder, Tim Norris, Tim Tucker, Jacquie Spanton, Alex Soboslay**

LINO & SCANNING: **Simon Chittenden, Jon Moore, Chris Stocker, Simon Windsor, Jason Titley, Mark Gover**

COVERDISK COMPILED BY:
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PHOTOGRAPHY: **Ashton James**

HELP, I'M BEING HELD PRISONER IN A MAGAZINE OFFICE – SAVE *(Snip! – Ed)*

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Amiga Power,
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10 ELVIS PRESLEY ATE MY SISTER'S GIRAFFE!
No he didn't. That's an *untrue* story. For *true* stories, check out our news section.

15 NO SELL OUT! (OR IS THERE? GALLUP DISAGREE)
It's the charts! Featuring *Syndicate*, *Desert Strike*, *Dune 2*, and all your favourites.

18 I CAN'T BELIEVE IT'S NOT THE PREVIEWS SECTION!
Unnaturally exciting previews of games coming your way soon, including some with names not entirely unlike *Beneath The Eel Pies*, *Alien Bread 2* and *Campaign 37*.

54 SUBSCRIBE! YOU KNOW YOU WANT TO REALLY!
Look, how dumb are you? Don't you WANT a free copy of *Desert Strike* or *Body Blows?* Don't you WANT to save money, time and effort? Are you a TOTAL idiot?

58 THANK YOU FOR THE MUSIC, THE SONGS ETC
Crudely-reanimated zombie musician Tim Tucker gets down and funky as he probes the secrets of Amiga game music.

62 WIN A CD32! WIN A CD32! WIN A CD32! WIN ETC!
Your big chance to be the first kid on your block with Commodore's new wonder.

66 IN THE STYLE OF... A BIG BUMPER SPECIAL FEATURE!
We liked your In The Style Ofs so much, we sold them to Tony Hart and pocketed the cash – er, made a feature out of 'em.

69 YOU REALLY ARE A BIT CRAP, AREN'T YOU?
In which we help you to waste your money by finishing all your new games for you. *Arabian Nights*, *Dune 2* and more besides.

97 MASOCHIST? LOW SELF-IMAGE? WE CAN HELP!
Well, we can't really, but write us a letter and we'll print it with a facetious reply and make you feel a little bit better.

107 IT'S FAB, IT'S FINE, IT'S THE NEW BOTTOM LINE
Well, okay, it's the same old Bottom Line as before, but 'New Bottom Line' scanned better. What do you want from us, blood?

114 THE RIGHT PROFILE... AND ANOTHER ONE
First there was The Right Profile – and now there is two of it! Featuring the god-like alien game gurus that are Zig and Zag. *(STOP PRESS! Er, except, it doesn't any more. Read on and weep. – Ed)*

GAMES OF THEMO

MICRO MACHINES
They're tiny, they're toony, they're just a – no, hang on...
Page 30

DIGGERS
Can you dig it? Yes you can. But do you really want to?
Page 34

OVERKILL
We'll give you £5 if you tell us which coin-op this is based on.
Page 42

HIRED GUNS
Honest! No, really! It's here! Don't believe us? Check out...
Page 44

DOGFIGHT
There's no dogs in it, but there IS some fighting. Phew, eh?
Page 48

FANTASTIC SUPER-DUPER 3-PAGE PD SPECTACULAR!
In which the monolithic legend of free software reviewing, Colonel Dave Golder, works his mysterious magic over THREE (count 'em!) pages of the very best from the public domain. The free-for-all starts on page 102.

THE SECRET GARDEN P84
Bill stopped for a moment, hands on his knees. The howling had subsided into the distance, and the only sound that could be heard was the whistling of the nurse's kettle. "I know," he said, "let's – "

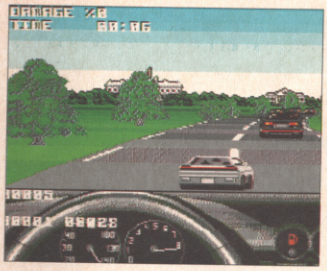
WHERE'S OSCAR?
Oops. Due to circumstances beyond our control, we can't actually bring you a review of *Oscar* this month after all. We're terribly sorry, honest we are. But we'll definitely have it next month, or you can cut off our legs and call us Shorty. We now return you to your scheduled programmes.

STUART WOULD JUST LIKE TO SAY: 'Rodney King, do you know my name?'
SALLY WOULD JUST LIKE TO SAY: 'Jacquie may be a treacherous turncoat, but she's still fab.'
MARK WOULD JUST LIKE TO SAY: 'I usually start each month with a postman.'
LISA WOULD JUST LIKE TO SAY: 'I wish it was Christmas.'

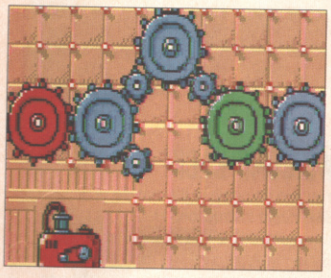
OVER 300

PEOPLE LIVE IN SOUTH WALES

E MONTH

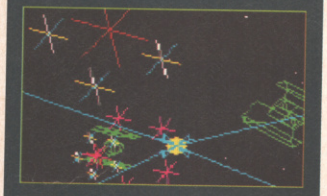


BURNING RUBBER
Unbelievably, an even smuttier name than *Hot Hatches*...
Page 40



GEAR WORKS
Or does it? We check out a weird new puzzler and find out.
Page 46

THE AP COMPLETE GUIDE TO VIRTUAL REALITY! P50



You thrilled to cyberpunk! Now swoon to the magic of... VR!

NEXT MONTH

The October issue of AMIGA POWER is on sale on the 14th of October. It'll have lots of great stuff in it, we just haven't decided what it'll be yet. Trust us, okay? Have we ever let you down? Oh.

GAMES REVIEWED THIS ISSUE

OCTOBER 1993

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Zombie Apocalypse 103

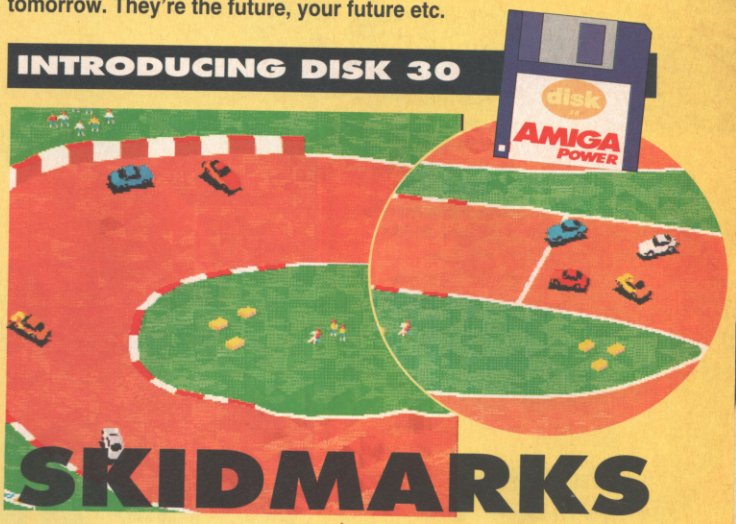
DAVE WOULD JUST LIKE TO SAY: 'That's all very well, Mr Einstein, but how do we get back?'

STEVE WOULD JUST LIKE TO SAY: 'London buses give you arthritis of the knees.' (*Allegedly. – Ed*)

Giant multinational software conglomerates, eh? Who needs 'em? We thought it was time to give the little guy a chance, so this month we're proud, nay delighted, to bring you some demos from the up-and-coming games talent of tomorrow. They're the future, your future etc.

disk 30

INTRODUCING DISK 30



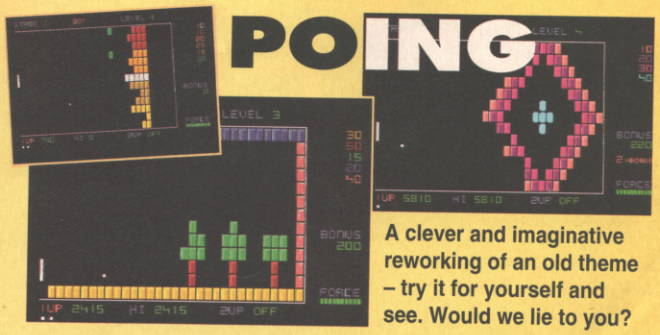
SKIDMARKS

Yes, it's another chance to marvel at the wondrousness of *Blitz Basic 2*, as Vision Software bring you an exclusive AP track from their forthcoming *Super Off Road*-beating race game. If you loved *Defender*, you'll adore this beyond all logical reason, we like to think. Play it and prove us wrong, if you can.

JET STRIKE

A strange and bizarre flight-sim-arcade-shoot-'em-up-aerobatic-manoeuvring slice of unusualness from brand new developers Rasputin Software. It's tricky, but it's fun. Really.

POING



A clever and imaginative reworking of an old theme – try it for yourself and see. Would we lie to you?

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 30, DisCopy Labs, PO Box 21, Daventry NN11 5BU. Send it to us, and we'll come round and kill you.

disk 30

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- *Skidmarks* and *Jet Strike* are one meg only. We kid you not. A1200's now come with two meg as standard. Get with the program.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 30 Returns
  DisCopy Labs
  PO Box 21
  Daventry
  NN11 5BU.

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but not very hard. So send it to DisCopy Labs. Please.

Wahey! First to complete just under three laps of this meandering jump-laden course is the winner!

SKIDMARKS

Author: Vision Software

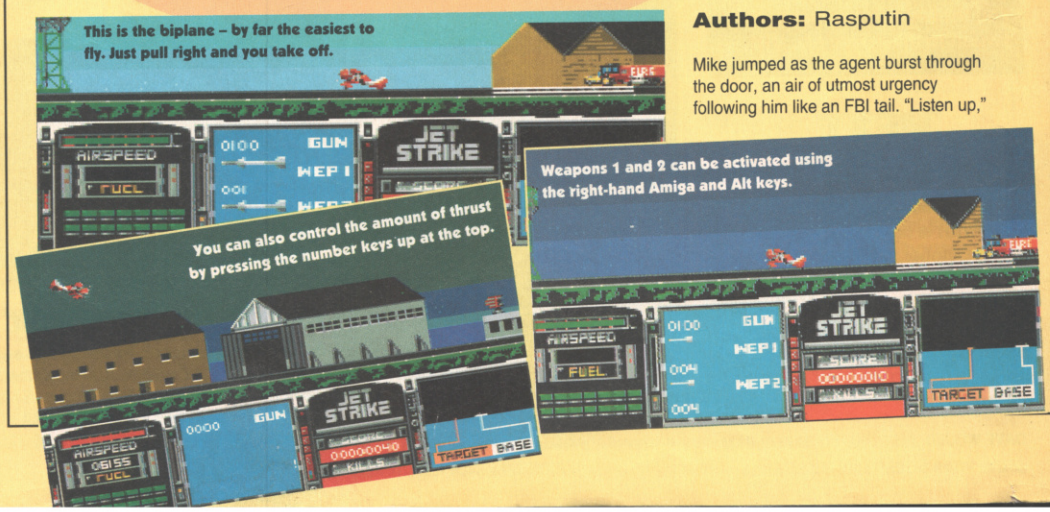
BUT FIRST, A WORD FROM OUR SPONSORS

Blitz Basic 2, eh? Don't you just love it? This fabulous programming-language utility has already been used by our chums at Vision to produce the fabulous *Defender* clone which graced our issue 26 coverdisk, and now they've written this fab *Super Off-Road* clone with it too. Check 'em both out (No *Defender*? Back issues available on page 112 – don't miss 'em!), compare the results with your normal Brand X programming utility, then immediately wonder how on Earth you can get your hands on a copy of this fantastic thing right now. *(Amazing to think this is all written in compiled Blitz Basic – I mean, you don't see commercial games written in AMOS. Do you? – Tech Ed)* Then stop wondering again immediately, because you've found out that there's a fully-working version of *BB2* given away entirely free in the next issue of our sister magazine Amiga Format. Leap for joy.

WELCOME BACK!

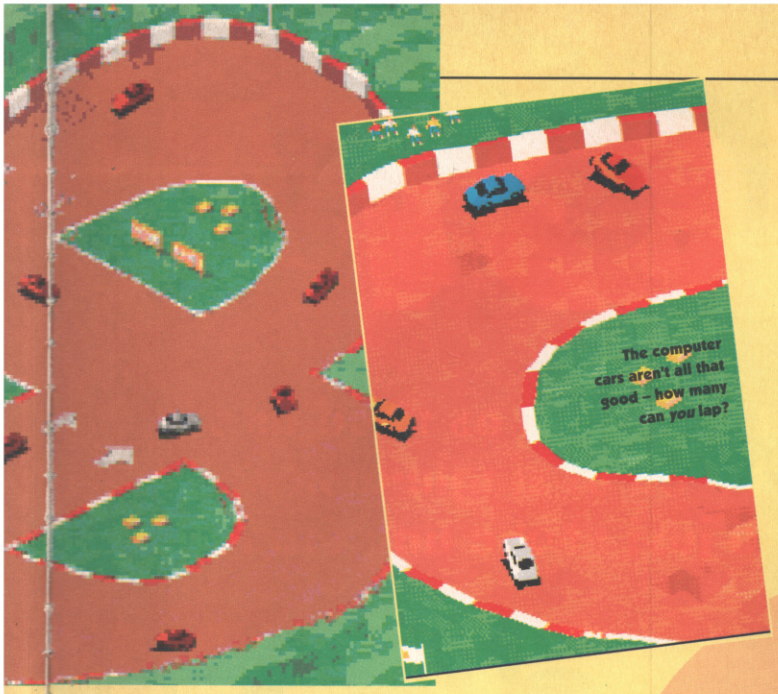
You join us again in the middle of *Skidmarks* Instructions Hour, just in time for a quick run-down of exactly how to go about playing this rather lovely one- or two-player game. Like you were going to ask. Accelerate by pressing fire or up on the joystick, steer left and right with, well, left and right (you can also use the cursor keys or, if you're totally bonkers, the mouse), and try to finish in front of the other cars. You already knew that. Why are you still here reading? Go on, clear off.

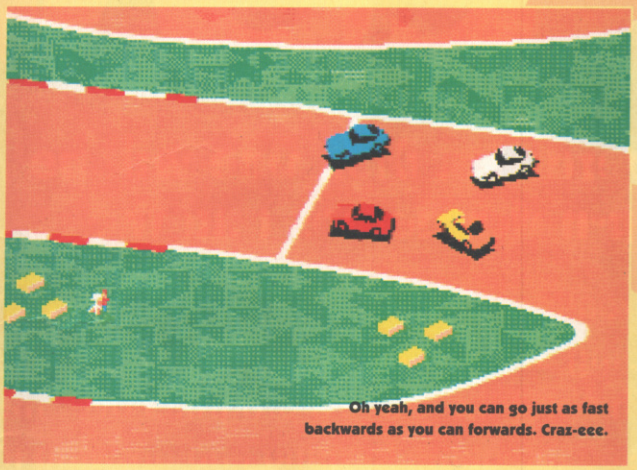
JET STRIKE



Authors: Rasputin

Mike jumped as the agent burst through the door, an air of utmost urgency following him like an FBI tail. "Listen up,"



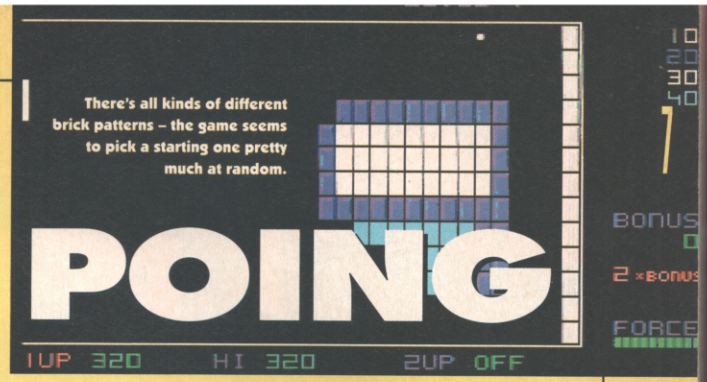


he hissed, "I haven't got much time." A flicker of hope crossed Mike's face as the agent relayed the instructions to him.

"At first the plane might seem a bit tricky to control, but it's much easier if you get used to the fact that the up and down controls are reversed when you change direction. It's logical if you think about it, really. Also, keep the auto-throttle on to start with (by pressing the left Amiga key) and you'll crash a lot less. Press down when you're on the runway to access the armoury and aircraft select screens, and use 'U' to raise and lower the undercarriage." The sound of gunfire from outside drew closer, and seemed to trigger further recollection in the agent's fevered mind. "To fire your extra weapons, use fire and left for the left weapon, and fire and right for the right weapon. If it looks like you're going to bite tarmac, the spacebar ejects, but if enemy capture seems inevitable, hold down fire and 'Esc' to self-destruct."

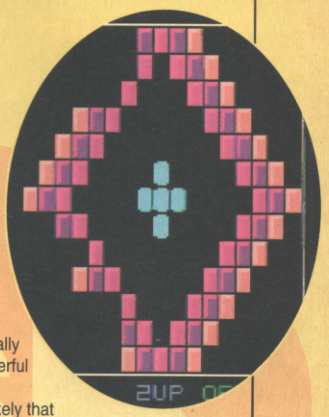
At that very moment, the door burst open again and the agent fell inelegantly to the floor, a machine-gun chattering its brutal monologue of death behind him in the hands of a foreign stormtrooper. But Mike was already far away, the secret trapdoor closed behind him and thoughts of revenge dancing across his nerve-endings...

Try all the different missions – there's plenty of varied fun.



Author: Paul Van Der Valk

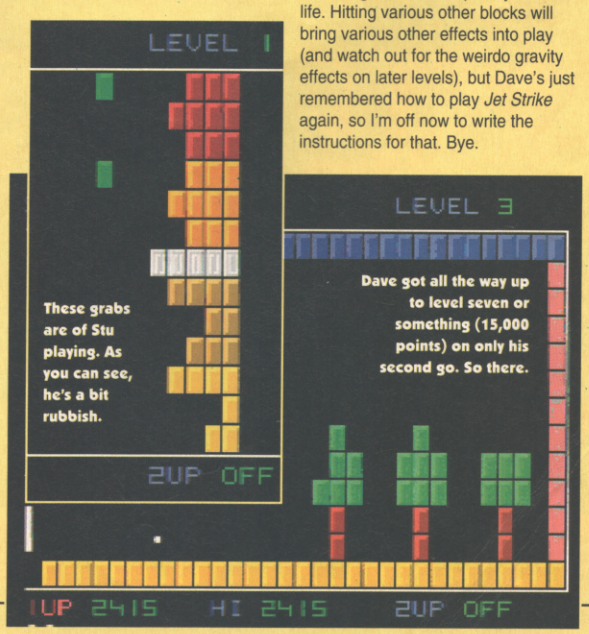
Van Der Valk? Any relation to the famous Dutch TV detective of the early 70s, do you think? No, probably not, since the Netherlandian gumshoe was an entirely fictional dramatic character, whereas Paul VDV here quite clearly couldn't be more real. And just to prove it, Paul's written this stonking and different PD *Breakout*-alike with which to enthral and entertain you, our lovely readers. And all for no reward other than the undying gratitude of thousands of Amiga owners and the chance to have a tired and overworked AMIGA POWER team stereotypically take the mickey out of his name. What a wonderful and well-adjusted chap he must be.



Destroying some blocks makes some other ones re-appear, bizarrely.

Anyway, here's *Poing*. It's extremely unlikely that you're going to need any instructions for a *Breakout* game, but you're going to get them anyway because we've all temporarily forgotten how to play *Jet Strike* and none of us can be bothered to go and get the instruction manual out again to check. Using the mouse, move your bat (the white line at the left-hand edge of the screen) to deflect the ball (a small and ironically square white dot ricocheting frantically all over the place) into the wall of coloured bricks at the right-hand edge of the screen (a load of coloured rectangles at the, er, right-hand edge of the screen. Like I said.) The objective is to smash through the rightermost *(The what? – Ed)* column of bricks and repeatedly hit the white line behind it. Doing this will reduce the forcefield on the wall (indicated by the 'Force' bar at the bottom right, until it gets so weakened that it disappears, allowing you to fire the ball through it and move on to the next level.

If you let the ball escape on the left-hand side of the screen, however, the game's up and you're in trouble – you get catapulted back to the previous screen, except with everything moving about 50 times as fast. You can rescue the ball here if you're good, but otherwise you'll keep going back through the screens until you lose the ball on the first one again, at which point you lose a life. Hitting various other blocks will bring various other effects into play (and watch out for the weirdo gravity effects on later levels), but Dave's just remembered how to play *Jet Strike* again, so I'm off now to write the instructions for that. Bye.



AMIGA POWER NEXT

You know what they say – a change is as good as a rest. We were getting a bit bored of single-disk issues, but we didn't want to just shove any old tat

TWO COV

But not just any old two coverdisks. Disk One will be full of our usual blend of top-notch demos and the

"We're going to take AMIGA POWER readers back in time, to an age when *Cannon Fodder* was young. We're going to give you not just one demo of it, but a whole series of demos which chart the game's progress over the last few months, so that you can see the game forming and growing in front of your very eyes, as if you were actually *in* Sensible Software, like

You heard the man. It's the world's first Interactive Diary Of A Game, and it's exclusive to the November issue of AMIGA POWER. Get £3.95 ready and start queueing down at

OCTOBER 14.

MONTH

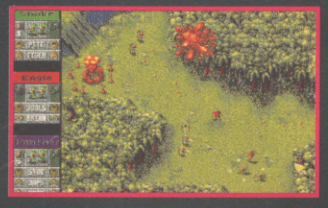
on another one for the sake of it. (You get enough of that elsewhere already). But then, as luck would have it, something a bit special came along...

ERDISKS!

very best from the world of PD, certainly, but Disk Two, well, let's hear it from the horse's mouth...

we are! You'll be able to play the same game several times, but at different stages in its development, a bit like you were in a time machine! And not only that, but there'll be a few special little unavailable-in-the-shops extra things on the disk too, but you'll just have to wait and see about those..."

Jon Hare, Orchestrating Director, Sensible Software.



your local newsagents now. It's closer than you think. (The issue, that is, not the newsagents.)

AMIGA POWER

We're not the world's best-selling Amiga games magazine for nothing, you know.

TRUE STORIES

by Dave 'n' Linda

The second Future Entertainment Show

It'll be the event of the entire year, and everybody is going to be there. What is it? Why, The Second Future Entertainment Show, of course. It's still a couple of months away, so you've got plenty of time to save up and absolutely no excuse for not coming along. Well, you wouldn't want to miss out on any of the top bargains or excellent entertainment opportunities, would you? Pardon? What's that? You've still got a few more questions you'd like answered? Don't worry, we're here to help!

When's it going to be, then?

The dates to inscribe in your diaries in six-foot-high day-glo highlighter letters are Thursday 11th to Sunday 14th of November. That's 1993, you clot. There are 'special days', too – but more on these later.

Where is it, and how do I get there?

They'll be trying to contain the thrills within the building known as Olympia Exhibition

As you can see from the pics, last year's Future Entertainment Show was absolutely brill. And this year's will be even better.

It's futuristic! It's entertaining! It's the second one of itself! And it's time to say...

LET'S DO THE SHOW RIGHT HERE!

cond ire ainment show

It's dreamy Dexter Fletcher, the fab new presenter of GamesMaster. Phwoar, eh girls?

Coming by car? Be sure to arrive early to make sure of a good parking space.

Centre, London. You can get there in an aeroplane. You can get there in a train. You can get there in a caravan (if you must). Just get there, if you can.

Who's going to be there?

Who isn't? Well, Her Majesty the Queen might not be gracing the event with her presence, but who needs token representatives of the British monarchy when you've got a guest list like ours? Commodore will be flaunting their brand new Amiga baby, the super high-tech £300 CD32 console (with a CD in it), along with loads of softies unveiling their latest games and literally stands full of companies shifting both hardware and software at prices that we'd describe as 'unbelievably cheap'. If we hadn't already taken advantage of them ourselves, that is. In an extraordinary act of audio-visual collaboration, BBC Radio One, Capital Radio and TV's GamesMaster will all be broadcasting live from the show, although not on the same frequency we trust, otherwise a hilarious mix-up could occur.

Oh, and of course we'll be there too! So come along and meet the AMIGA POWER team in person. It could be a once-in-a-lifetime chance to physically marvel at Stuart's haircut, Steve's tallness and Mark's genuinely unhealthy obsession with firearms. You'll be so glad you did.

GamesMaster, eh? So that Dominik Diamond'll be there? Famous people, eh?

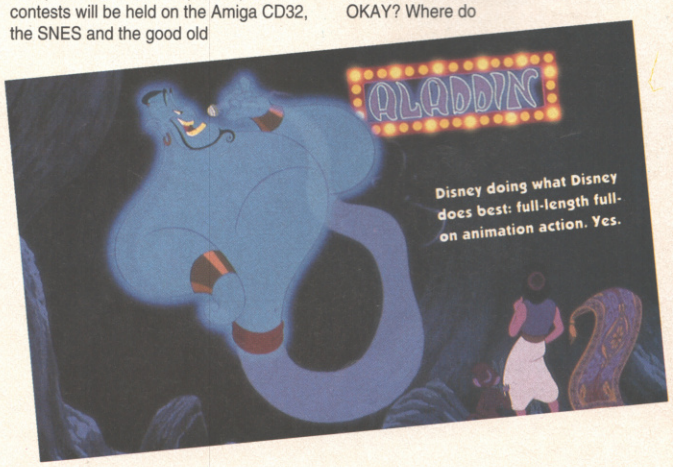
Erm, well, kind of: Dominik's not going to be there but filling his rather large shoes will be the equally famed new host of the GamesMaster show, Dexter Fletcher. Yep, the same Dexter Fletcher who's in Press Gang, man of a thousand accents and apparently 'going out' with Julia Sawalha in real life. Can his unique brand of ironic Spike Thompson humour ever adequately replace Dominik's endearingly childish repertoire of double entendres? You'll have to turn up on Thursday to find out.

And?

What do you mean, 'and'? Well, since you ask... If you fancy yourself as a bit of a game god, why not enter the National Computer Games Championships? The contests will be held on the Amiga CD32, the SNES and the good old Sega Mega CD machine. The games haven't been decided on yet either, but our Stuart's going to choose them so they'll be dead good and pretty darn tough. Guaranteed! (Check your local Virgin Gamestore for details of the actual heats or, if that seems like too much bother, go find the ad in this very magazine. Here's a clue: it's on page 92! I mean, are we making things easy for you, or what?)

Okay, let's get serious now. How much is all this going to cost me?

If you're going by yourself, or in a group of young friends, a one-day pass to the magical land of futuristic entertainment will set you back a paltry £6.95. If you're planning on taking the whole family then you might be better off getting a family ticket for £24.95. This'll admit four people, but one of them has to be an adult. The other MOST IMPORTANT thing that you need to remember is that, in order to avoid disappointment on the day, you'll need to get your tickets in advance. YOU WON'T BE ABLE TO BUY THEM ON THE DOOR, OKAY? Where do you your advance tickets from? Well, the easiest way is to call our credit card hotline on 051 356 5085, or you can always us the boring old postal service and the form on page 39 of this ish.



BBC RADIO 1 97-99 FM

Are there any other 'incentives'?

Well, if you buy a ticket for the Friday, we'll give you a special preview ticket for the up-and-coming Disney cartoon blockbuster that everyone's talking about: Aladdin. Get to see what promises to be a great movie (with Robin Williams in it) absolutely free. And before everybody else does! I literally can't believe you haven't dashed to the phone already! Call that hotline! NOW!

How can I find out more?

More! Well, my insatiable one, you'll have to keep an eye (and an ear) out for special newspaper guides and radio announcements and competitions and the like, soon to be saturating all known media. And of course we'll be raving all about it in next month's issue too. There can be no escape.

See ya there, then?

You betcha!

10 FES TICKETS FOR FREE

Short of cash? Feelin' lucky? Or just an incurable opportunist? Either way, you could save yourself almost seven pounds by winning one of the ten tickets up for grabs in this month's frenzied fab free give-away competition concept. Possibly. Just send us a postcard featuring your name, address and the day you'd like to visit the show on, and if yours is one of the ten that we pluck from the great big AP compo hat, you'll get a lucky ticket of your own. But hurry! We'll be picking the winners on September 20th, so you can't afford to hang about. Oh, and be sure to address your postcard: Frankly I Think That This 'Joke' Of Having Stupidly Long Names For Competitions Is Wearing A Bit Thin Now But I'm Giving You One Last Chance In The Hope That You'll Eventually See Sense, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2DL. Cheers.

NOT EPIC 2, REALLY IT'S NOT

Fresh from Digital Image Design comes *Inferno*, a 3D space sim that promises to be "mind-bafflingly complex". As your playground you've got an entire solar system comprising seven planets, three moons and some seriously dodgy weather conditions. Oh, and you're also up against several hundred deadly enemy craft, all with some of the itchiest trigger fingers since Velcro's ill-advised foray into joystick manufacturing.

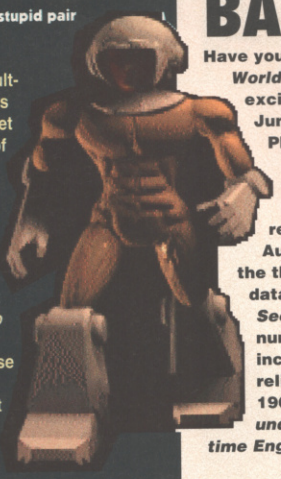
Now, those of you with long memories will recall that DID's previous claim to fame was being responsible for *Epic*, that gorgeous-looking (but entertainmently-challenged) space extravaganza. *Inferno*, however, is far more than just

A bad guy. Or maybe the singer from out of Alien Sex Fiend. Who can tell?

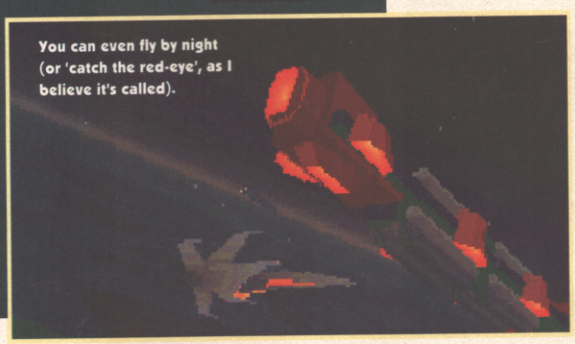
As the sun sets over the horizon, more alien craft eat laser-fuelled death.

Epic 2 – from what we've seen, the all-new team have come up with some of the most spectacular 3D graphics yet seen on the Amiga, including sequences where you get to fly your space-plane around inside the corridors of massive motherships. Star Wars a-go-go, or what?

Just to add to the bizarre multi-media experience, the game'll come with a comic book introducing you to the scenario and the characters, plus a movie-style soundtrack composed, performed and produced by none other than cult-status goth-rockers Alien Sex Fiend. Yet another example of how pop music is killing video games, or whatever it is the Sunday newspapers are wittering on about nowadays. *Inferno* looks likely for A1200/CD32 release by the end of this year, so watch out for a full preview soon!



What an excellently stupid pair of trainers, eh?



You can even fly by night (or 'catch the red-eye', as I believe it's called).

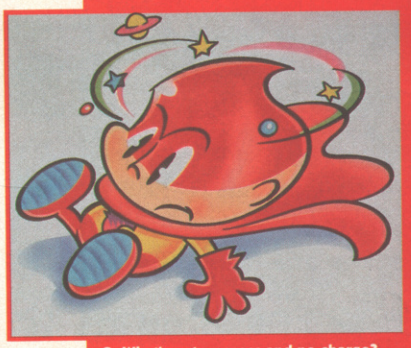
GOING BATTY!

Have you got *Graham Gooch World Class Cricket* (as excitingly previewed on our June 1993 coverdisk)? Played it? Liked it? Fancy some more of the same? If the answer to all four questions is a resounding 'yes' then Audiogenic have got just the thing for you – their new data disk, *Graham Gooch's Second Innings*, has numerous extra features including the chance to relive the highlights of the 1964 series *(Which, we understand, was the last time England won anything. – Ed)*. To give games that extra edge, your opponents have been made even tougher. And! There are more options and more (hurrah?) statistics. It should be out around now-ish, so keep your peepers peeled for it.

THEY ARE THE CHAMPIONS

Remember *FA Premier League Football*, one of our corking coverdisk demos from way back in the April '93 issue? Well, it's going to be released soon, in a "considerably re-worked form", and under a different name – *European Champions*. Plus, it'll now link up with Ocean's forthcoming football management sim, *Super League Manager* (out in October), for added on-and-off-the-pitch realism. Both games will cost £25.99.

Hmm. It seems that fans of football games with the word 'Champions' in their title will be in for a very big treat this autumn, 'cos that's also when Krisalis will be bringing out their soccer arcade simulation, *Manchester United – Premier League Champions*. Sequel to those popular side-on kickarounds, *Manchester United* and *Manchester United Europe*, the new one will have a top-down view of the action and cost £29.99.



Q. What's got no mass and no charge? A. No neutrinos! I thank you.

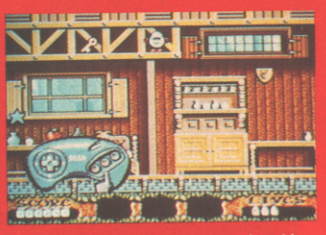
NO TOMATOES!

What's red and invisible? Erm, we don't know either, but that's the kind of gag told by Cosmic Spacehead in the interactive arcade adventure of the same name. Cosmic is the latest in a long line of cutesy Codemasters heroes, a cute li'l ol' alien from the planet Linoleum who he needs some holiday snaps – of the journey to earth. The route from Linoleum to Earth includes three major stop-offs: the planet Linoleum, a vehicle factory on a lone asteroid called Detroitica and a space station.

Fantastic Dizzy – the long-awaited follow-up to *Dizzy, Treasure Island Dizzy, Fantasy World Dizzy, Dizzy Engineers* etc etc.

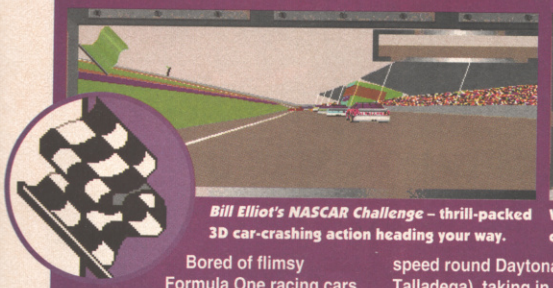
Each stop-off is divided into sub-games, so there's plenty to do – Mr Spacehead can interact with other characters and manipulate objects using all yer usual adventure commands in order to complete the 32 chunks of arcade action. Wahey! CS is all set for mega-stardom, as Central TV are planning an entire prog based around the amicable alien. You'll have to wait till November for the full review, so you'll just have to make do with this cute li'l pic (far left) of him for now.

Oh yeah, and Codemasters are also bringing out another platformy-puzzley *Dizzy* sort of game on the Amiga. It's going to be called *Fantastic Dizzy*. 'Nuff said.



Or something like that. Stuart enjoys his funny egg-shaped antics, anyway.

IN STOCK SOON



Bill Elliot's NASCAR Challenge – thrill-packed 3D car-crashing action heading your way.

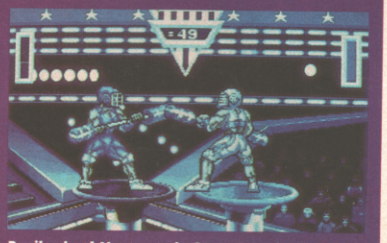
Well, this is what it looks like on one of the office Macs. As you can see, we're getting left behind here. Excuse me a minute...

Bored of flimsy Formula One racing cars that crumple like cardboard every time you bounce off the crash barrier? Then you need *Bill Elliot's NASCAR Challenge*, the heavy-duty stock car race game for real men (and women), out very soon from Gametek.

NASCAR stands for the National Association of Stock Car Racing (well, near enough), and has apparently become a "national obsession" over in the USA, making household names of drivers like 'Cale Yarborough', 'Dale Earnhardt', 'Rusty Wallace', 'Richard Petty' and, of course 'Awesome Bill from Dawsonville', Mr Elliot himself. Of more interest to you, sports fans, is the fact that it's also noted for its high speeds and spectacular crashes, all of which should be recreated in vivid polygon-smashing action in the game.

Other features include a choice of real NASCAR tracks (so you can boast about your best speed round Daytona and Talladega), taking in both high-banked oval tracks and, er, non-banked road ones. It's also got instant replays, both "fatal" and "non-fatal" accidents, and a range of car customising options, right down to engine tuning and modifying the angle of the spoiler. Or you can just go for the quick race option and skip that sort of stuff.

But that's not all that Gametek have got up their professionally-tailored power-dressing sleeves, indeed not. Also on their agenda for release this 'fall' is an enhanced A1200 version of puzzley *Lemmings*-a-like, *Humans*, and the official Amiga licence of *American Gladiators*, which as true late-night TV fans will know, is pretty much like the UK version of Gladiators only (astoundingly) even more bonkers. These are followed (hopefully in October) by *Batman Returns* (as previewed in our June ish, nostalgia lovers) and, who knows, *Humans 2* sometime early next year. With a debut selection like this, we reckon Gametek will be a company to look out for in the future. Well, probably.



Pugils ahoy! Next month: Some Americans tell us that it would be cool to go and jump in a river...

...so we do! Seriously, we all love American Gladiators. Yum yum.

MUM! READ THIS

The only time computer games seem to get in the news is in connection with something bad, which is why ELSPA have got together with the Video Standards Council to ensure that all members agree to keep certain rules and don't go around causing offence to your Auntie Pam. Part of the reason for this is the fact that, with the advent of CD technology, a lot of games now have the facility to use real film footage and so they have to be dealt with in the same way as vids. So, is the age of the PG game upon us? And will it mean that your dad has to play them all first to make sure they're okay?

WE'VE BEEN FRAMED!

And now you can be too! Screenies are coloured cardboard frames that fit around your monitor. There are over fifty designs to choose from ranging from a space station to a rainforest. They're simple to use, too – just peel off the velcro pads and stick 'em on. They should hit computer and stationery stores soon-ish.

ALIVE & KICKING

Quick, get your diary. Got it? Right, what are you doing from the 16th to the 20th of September? Nothing? Well, how about popping along to Live '93, the Consumer Electronics Show, at The Olympia Exhibition Centre, London? Fancy it? Well, absolutely everybody's going to be there and you might even learn something at one of the many masterclasses and seminars dealing with a wide range of tasty subjects – from electronic keyboard skills to the latest photographic techniques. Sounds great to us, although obviously not quite as good (or as video-game-related) as our very own Second Future Entertainment Show, which you may have noticed us mentioning a bit recently.

THAT'S MY DAD!

Mr Hogan expresses understandable concern over his son Paul's new haircut.

When it comes to suburban commando-ing, he's the mildly street-credible hulk.

"Hello, son, what's that you're playing?" "Why do you always have to kill things?" And of course, "Which one am I?" If that's pretty much the level of parental interest that video games get in your house, then Alternative's new selection of ultra-cheap 'Games For Dads' re-releases might be just what you need.

Intended to "encourage the use of the home computer by all the family", the range will include the "top-selling" football management sim, *Tracksuit Manager*, three licences – *Jaws*, *The Munsters*, and *William Tell* – a platformer, *High Steel*, and the "classic beat-'em-up", *Fallen Angel*. Now, you'll probably notice that these are hardly the most up-to-date cutting-edge Amiga titles around, and you'd be right. Still, they are only £4.99 each – 'Again Again' is the brand name for you (or your Dad) to look out for if you're at all tempted by the prospect.

This month's other hot newsy titbit from Alternative is that their exclusive mid-price licence, *Suburban Commando* (featuring Hulk Hogan), should be out soon in two forms – the normal game pack, and a special 'added value' version that includes a video of the full theatrical version of the movie. So, if you've got two TVs, say, it wouldn't be impossible to double your Hulk Hogan-ing enjoyment by watching the film and playing the game at the same time. Or something like that, anyway.

Alternative's newies are for families. Well, maybe not The Addams Family...

AMIGA POWER RECOMMENDS

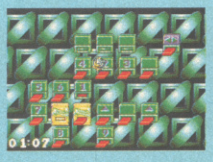
Last month will not go down as one of the finest for Amiga games ever. But it's good to see that some people made an effort, anyway.

SOCCER KID (Krisalis)

Okay, so it's just a platform game, but *Soccer Kid* takes all the best bits from all the top platform games you've ever heard of (and that includes the much-feared *Mario* and *Sonic* as well as more obvious reference points like *Arabian Nights)* and welds them together with a footballing theme to produce an awesome whole which feels and plays like almost nothing else in existence. Football fans will love it, platform fans will love it, we love it and hey – we think you're going to love it too.

BLOB (Core)

It's a platform puzzle game at heart, is *Blob*, but you've never seen a platform puzzle game quite like this before. Genuinely frightening 3D gets you bouncing on the edge of your seat as the cute and plucky *Putty*-like star of the title sways and bobs on the edge of infinity. And, er, jumps around on some platforms as well. Not only is this one of the most original Amiga games we've seen in donkey's years, but it's also one of the most lovable. And that's always a good thing, we find.



ONE STEP BEYOND (Ocean)

Despite the continued non-appearance of our free boxes of Quavers, professional pride prevents us from taking out our hunger-induced misery on this quite literally pretty good platformy puzzle game. Colin Curly gets up to all sorts of contortions to convince the casual player that he's got some kind of relevance to the plot, but at the end of the day it's the addictive gameplay that gets you coming back for more. More salt'n' vinegar flavour, that is.

THE ADDAMS FAMILY (The Hit Squad)

Not too many puzzles to be found here, but there're platforms aplenty in the Amiga's closest *Mario* clone to date. Technically unimpressive, *The Addams Family* succeeds through simple, addictive gameplay and a finely-tuned difficulty curve that always offers just enough progress to keep you plugging away. It's pretty tricky, too, and at this budget price you'll be getting more fun-per-pound than a Bernard Manning fan at a benefit gig. Urgh, horrible idea.

SYNDICATE (Electronic Arts)

Hang on a minute, this hasn't got any platforms in it. What's it doing in here? Steward! Eject this game from the premises forthwith! What? You say it's one of the most atmospheric and obsessively addictive strategy experiences ever, blending outrageous violence with gameplay depth and a great plot to unhealthily gripping effect? Well... all right. It can stay for now. But if it gets rowdy and starts upsetting the ladies, it's out on its ear, okay?

YO! JOE! (Hudson Soft)

It's not, at the moment, absolutely the easiest game to get a hold of in your local UK software emporium, but the ancient Celtic philosophers of Tir Nan Og used to say "Man does not value what he comes by too easily", and rarely has an entirely made-up proverb rung more true than when applied to this superb platform game. And look, it's not our fault that all the good games around just now happen to be platformers, alright? So just get off our case, okay? *(Steady on. – Ed)*

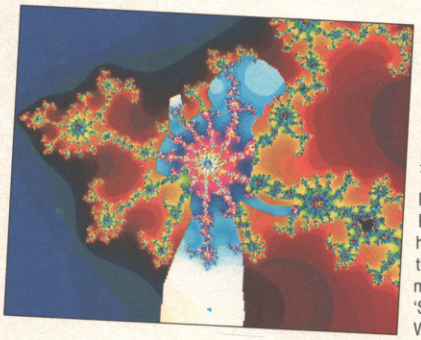
Celebrate our incompetence in...

MYSTERY SCREENSHOT CORNER

Hi there, art fans. Now, those of you expecting to see the all-new-and-improved 'In The Style Of' feature down here are in for an extra special treat, as for once (and once only) it's dramatically swollen to over eight times its natural size, and can now be found frolicking gaily across the two-page spread on p66-67. Replacing it (again in a strictly one-off capacity, you understand) is AP's very own tribute to down-to-earth honesty and frankness – MYSTERY SCREENSHOT CORNER.

Briefly, the scenario is that every magazine office has a load of excellent pictures that have mysteriously become separated from the rest of their press release details. Now, most mags are too scared to print these pics since they'd also have to admit that they didn't have a bleeding clue what they were supposed to be illustrating. But not us.

We just don't care. And to prove it, here's this month's... MYSTERY SCREENSHOT!



What's going on here then? Maybe it's some sort of chaos game. Maybe it's one of those rave demos featuring that much-underused colour cycling effect. Or maybe it's just the long-awaited 'Tales Of The Unexpected' licence from Roald Dahl (Deceased) Enterprises. Anyway, if you have any idea, write in to us at the usual editorial address, making sure to mark your letter 'Sorry Stu – I Thought This Would Come Out Funnier'.

Incidentally, just in case anyone's keeping track of these things, last month's Mystery Screenshot turned out to be *Cybernator,* from Konami, on the SNES. What were we doing with a picture of a SNES game? God knows. Anyway, it was correctly identified by Jason Newington of Eastbourne, who'll be receiving some sort of mystery prize in the near future. Or will he? Who can tell? After all, the laws of science and journalism break down when you dare to enter MYSTERY SCREENSHOT CORNER. Yes.

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PENGUIN GALLUP CHARTS TOP 30

CHARTS COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS ELSPA PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (3) **SYNDICATE** Electronic Arts £34.99 ★★★★★
2 (NE) **PROJECT X** Team 17 £12.99 ★★★★
3 (NE) **GOAL!** Virgin £30.99 ★★★★
4 (2) **DUNE 2** Virgin £30.99 ★★★★★
5 (4) **GUNSHIP 2000** Microprose £34.99 ★★★★★
6 (NE) **WORLD CLASS CRICKET** Audiogenic £29.99 ★★★★
7 (10) **SENSIBLE SOCCER '92/'93** Renegade £25.99 ★★★★★
8 (4) **CHAMPIONSHIP MANAGER '93** Domark £25.99 ★★★★
9 (8) **ALIEN BREED: SPECIAL EDITION '92** Team 17 £10.99 ★★★
10 (9) **DESERT STRIKE** Electronic Arts £25.99 ★★★★★
11 (7) **FLASHBACK** US Gold £30.99 ★★★★★
12 (NE) **FORMULA ONE GRAND PRIX** ★★★★★ MicroProse £34.99 ★★★★★
13 (13) **FIRST DIVISION MANAGER** Code Masters £7.99 ★★★
14 (11) **BODY BLOWS** Team 17 £26.99 ★★★★
15 (14) **DIZZY PRINCE OF THE YOLKFOLK** Code Masters £7.99 ★★★★
16 (12) **PREMIER MANAGER** Gremlin £25.99 ★★★
17 (13) **TRIVIAL PURSUIT** Hit Squad £7.99 ★★★
18 (1) **WWF WRESTLEMANIA** Hit Squad £9.99 ★
19 (NE) **RBI 2** Hit Squad £7.99 ★★
20 (21) **POPULOUS AND THE PROMISED LANDS** Hit Squad £12.99 ★★★
21 (46) **SPACE LEGENDS** Empire £29.99 ★★★★
22 (20) **LEMMINGS 2** Psygnosis £29.99 ★★★★★
23 (29) **BLADE OF DESTINY** Us Gold £39.99 ★★★
24 (10) **LOTUS TURBO CHALLENGE 2** GBH £9.99 ★★★
25 (51) **REACH FOR THE SKY** Virgin £30.99 ★★★★
26 (26) **TERMINATOR 2** Hit Squad £7.99 ★
27 (30) **F16 COMBAT PILOT** Action 16 £9.99 ★★★(17)
28 (33) **MIG-29 FULCRUM** Hit Squad £12.99 ★★
29 (28) **TENNIS CUP 2** Kixx £9.99 ★★★
30 (38) **THE CHAOS ENGINE** R/gade £25.99 ★★★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

The Top 5s are laid out as follows: Game, publisher, price, AMIGA POWER star rating and position in the Top 100.

TOP FIVE SCIENCE FICTION TITLES

Could have been called 'Top Five Cyber Games'. It wouldn't have been big and it wouldn't have been clever but it might have been hard. There's no point in going back to the Future – we only just got here.

1 **SYNDICATE** Electronic Arts £34.99 ★★★★★ (1)
2 **DUNE 2** Virgin £30.99 ★★★★★ (4)
3 **ALIEN BREED: SPECIAL EDITION '92** Team 17 £10.99 ★★★ (9)
4 **SPACE LEGENDS** Empire £29.99 ★★★★ (21)
5 **TERMINATOR 2** Hit Squad £7.99 ★ (26)

The desert planet – Dune. Clearly scientific, and just as obviously fictional.

TOP FIVE FOUR-STAR GAMES

Scraping the barrel time now for originality. At least this issue's going to have my name in print on some of the pages. Isn't it, boss? Boss! What you doing to my pages, boss?

1 **PROJECT X** Team 17 £12.99 ★★★★ (2)
2 **GOAL!** Virgin £30.99 ★★★★ (3)
3 **WORLD CLASS CRICKET** Audiogenic £29.99 ★★★★ (6)
4 **CHAMPIONSHIP MANAGER '93** Domark £25.99 ★★★★ (8)
5 **BODY BLOWS** Team 17 £26.99 ★★★★ (14)

I still think they should bring out a 'Dirty Dancing' beat-'em-up. It'd be fab.

TOP FIVE SUBLIMINAL NAMES

On first arrival at AMIGA POWER's office, I found it was full of little subliminal messages. At first I dismissed their impact. Funny lads. Ho ho! But now I *do* 'Enjoy Selfish Pain'. So look more carefully at the titles of the games you buy. They could be influencing you more than you think. "Now wash your hands."

1 **GUNSHIP 2000** MicroProse £34.99 ★★★★★ (5)
2 **BODY BLOWS** Team 17 £26.99 ★★★★ (14)
3 **BLADE OF DESTINY** US Gold £39.99 ★★★ (23)
4 **FINAL FIGHT** Kixx £9.99 ★★★ (44)
5 **CHUCK ROCK 2** Core Design £25.99 ★★★★ (48)

No, seriously. Or how about a ballroom dancing sim? It's an untapped market.

STEVE'S PERSONAL TOP FIVE

I'm deviating here from Dave's original brief for this section of AP. It'll probably mean six of the best; you lucky sods, corporal punishment's been banned for ages now in schools. Unfortunately it's standard fare for staff writers at Future. Every one of these games gets five stars in a totally random-arbitrary-rebellious sort of subjective manner.

1 **FORMULA ONE GRAND PRIX** Microprose £34.99 ★★★★★ (12)
2 **KNIGHTS OF THE SKY** Microprose £34.99 ★★★★★ (–)
3 **KICK OFF 2** Anco £19.99 ★★★★★ (–)
4 **LOTUS TURBO CHALLENGE** GBH £9.99 ★★★★★ (–)
5 **ELITE** Empire £30 ★★★★★ (21)

Prefers *Kick Off* to *Sensi*, eh? Don't worry – Steve's 'education' will continue.

AP

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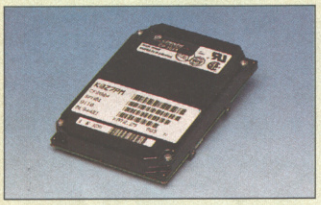

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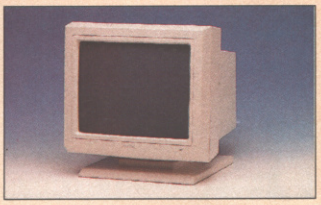

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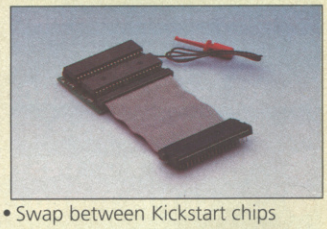

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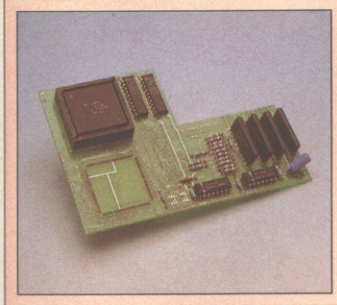

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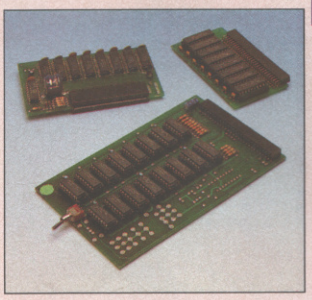

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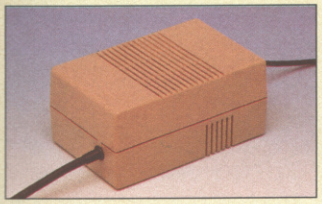

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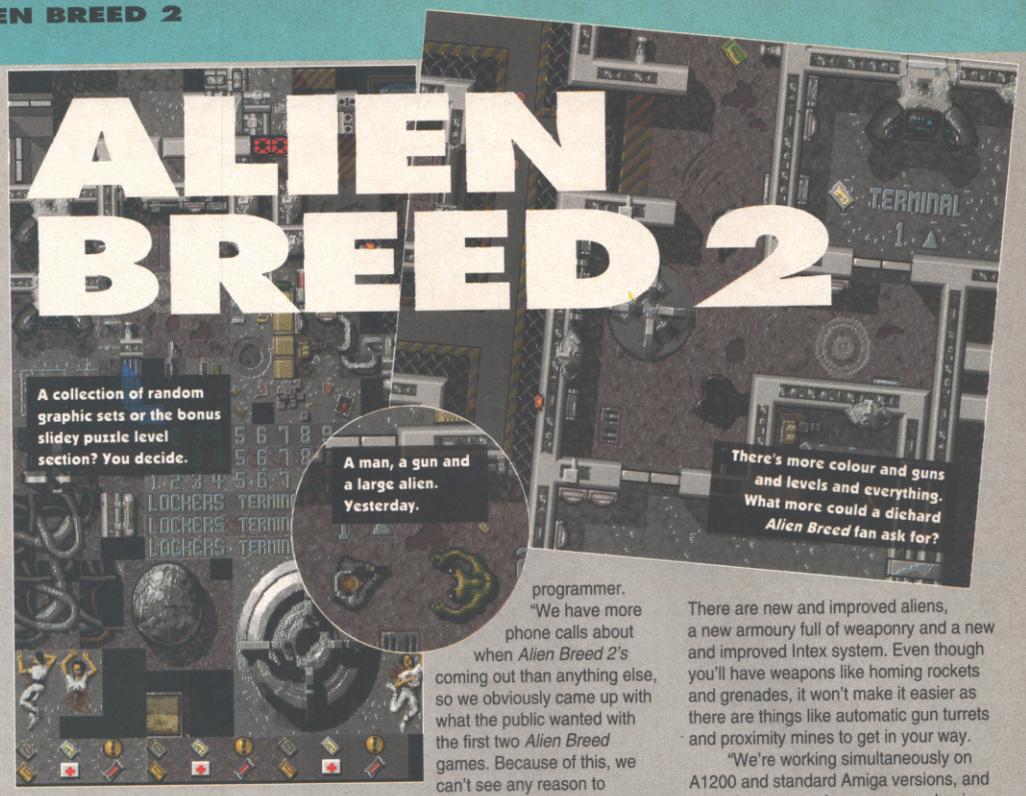
THE SHAPE OF THINGS TO COME

If today will be yesterday tomorrow, then today's forthcoming games may be classics by, oh, Friday week.

ALIEN BREED 2



Game: Alien Breed 2
Publisher: Team 17
Authors: Andreas Tadik, Rico Holmes, Martyn Brown, Allister Brimble
ETA: Mid October

Briefly: Two score months and four ago, Team 17 begat *Alien Breed*, and the people did admire it, for it was good. Thus spake the players: "We like it, but you can't shoot through the doors." So Team 17 begat *Alien Breed '92*. And it was good. And the players did buy this budget bestseller for month upon month, and couldn't get enough of the overhead-viewed alien-blasting entertainment, and thus spake Team 17: "If this is what the players want, we must begat *Alien Breed 2.*" And Martyn Brown spake thus: "Make it so."

The creators speak: It came to pass that thy humble scribe did talk to the Brown of Martyn across the mighty telephonic void, and though he was mightily fearful of Team 17's reputation of being able to drink more than a skinful in a big and hard and clever manner, he did question the Wakefield-based programmer.

"We have more phone calls about when *Alien Breed 2's* coming out than anything else, so we obviously came up with what the public wanted with the first two *Alien Breed* games. Because of this, we can't see any reason to change the basic gameplay. We've never discussed how many levels we're going to have, but I reckon that *Alien Breed 2* will be about three times the size of the original. We're planning on just filling the game as much as we can until we get to a cut-off point just before we release it.

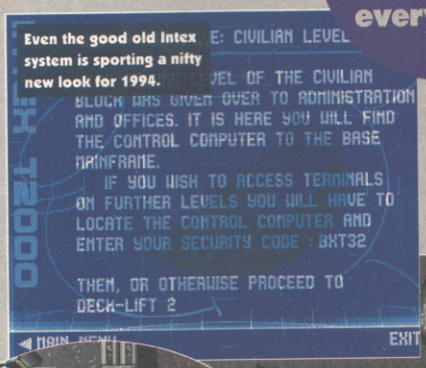
"Though it's still a two-player game, there's going to be more stuff, better stuff and lots of everything. There are new and improved aliens, a new armoury full of weaponry and a new and improved Intex system. Even though you'll have weapons like homing rockets and grenades, it won't make it easier as there are things like automatic gun turrets and proximity mines to get in your way.

"We're working simultaneously on A1200 and standard Amiga versions, and as well as more colours, we were hoping for a zooming effect similar to the SNES Mode 7 for the A1200, but this is still a bit dodgy at the moment. This would just be the icing on the cake though, as both versions are going to be something special."

"More stuff, better stuff and lots of everything"

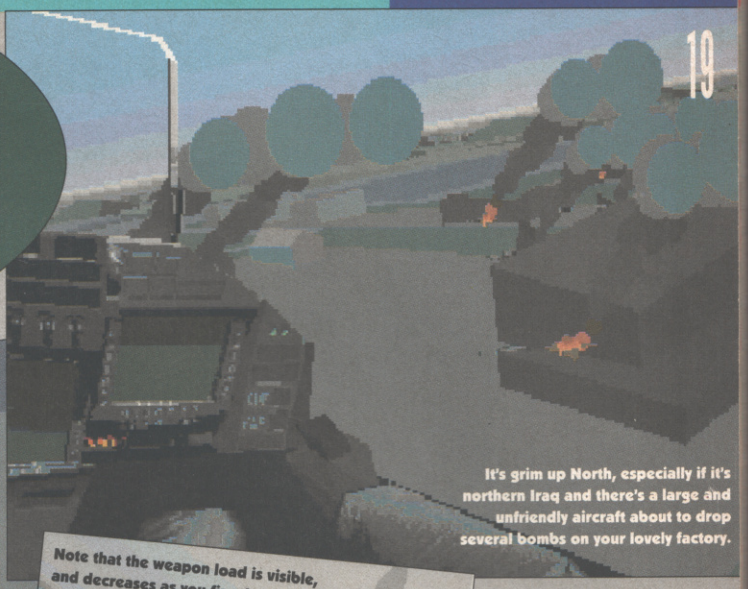
Verdict so far: When the voice of the Brown of Martyn had faded away through the ether, the humble scribe cast off his lowly disguise and proclaimed his verdict. And it was a terrifying verdict, and the world did listen. For he was one of the mightiest beings ever to produce a computer magazine, and he spake thus: "If you liked *Alien Breed*, then you are destined to be in for a right royal knees-up, for it will be the same thing only bigger, better and flashier. Oh yes."

● *MARK WINSTANLEY*

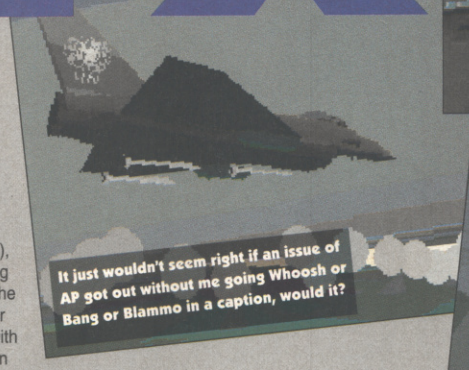


Pretty, huh? The thing is, these are all PC screen shots, but DiD promise a similar level of lushness on the Amiga.

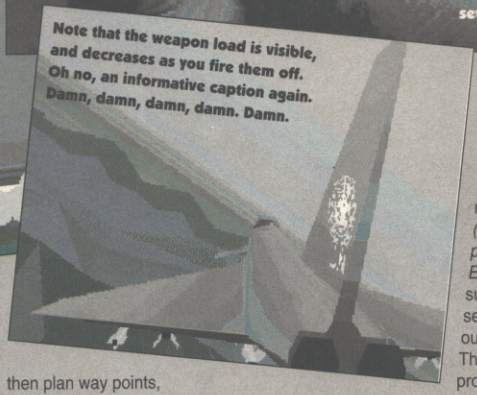
TFX



It's grim up North, especially if it's northern Iraq and there's a large and unfriendly aircraft about to drop several bombs on your lovely factory.



It just wouldn't seem right if an issue of AP got out without me going Whoosh or Bang or Blammo in a caption, would it?



Note that the weapon load is visible, and decreases as you fire them off. Oh no, an informative caption again. Damn, damn, damn, damn. Damn.

Game: TFX
Publisher: Ocean
Authors: Digital Image Design
ETA: Early '94

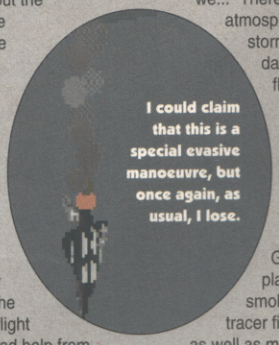
Briefly: DiD have just signed up a development deal with Ocean worth about £1 million (!), so it's no surprise that Managing Director Martin Kenwright has the flashiest business card I've ever seen. They're stamped metal with lots of little holes and lines cut in them. They're excellent, and I want one. But, sadly, I was only allowed a few seconds to marvel at this little miracle before Martin launched enthusiastically into his demonstration.

The creators speak: I asked Martin how long it would be before... "We're up to a beta-test version of *TFX* on the PC at the moment, and the Amiga version's not too far behind that. *TFX* stands for Tactical Fighter eXperiment, and the game's set in the near future. Things are going pretty badly, with famine and civil wars raging across Somalia and the former Yugoslavia and the threat of nuclear war increasing as Libya works towards gaining the Bomb. Obviously many of these scenarios are pretty close to reality, but since you're playing a pilot flying under the United Nations flag, we're taking the least militaristic stance that we can manage for a flight sim.

"As well as single missions and trainer modes, there's a tour-of-duty selection where you fly an entire campaign, and also six 'soap opera' scenarios where the missions are linked by cinematic sequences to form a complete story, and feature real people such as George Bush and Colonel Colin Powell. If you've had enough of the 160 pre-set missions, then you can always go into the UN Commander mode, where you can develop your own missions. Using satellite views, you check out ground targets and then plan way points, refuelling and all that. We had this section where you could control 64 separate squadrons all over the place, but that was far too complicated, so we dropped it."

"Up to 3,000 polygons per second without any slowing down"

Quite, so what about the technical specs of... "We realised early on that the game was beyond the capabilities of the standard Amiga, so this is going to be for the A1200 and CD32 only. We've found that with 128 colours we can still have up to 3,000 polygons per second without any slowing down, which is perfectly adequate. For most of the game we use a simple flight model, but we've also had help from Rod Kennedy from Glasgow University and Professor Curtis, the Head of Aeronautics at Princeton in America. They've been working on the most realistic flight model ever seen on a home computer. It's all based on moments of inertia *(Basic physics principles, tech fans. – Ed)* and uses variables such as wing cross-section and thrust to work out how the plane flies. This requires masses of processing power, so this'll only be available on the Somalian mission, as this has the minimum of ground detail."



I could claim that this is a special evasive manoeuvre, but once again, as usual, I lose.

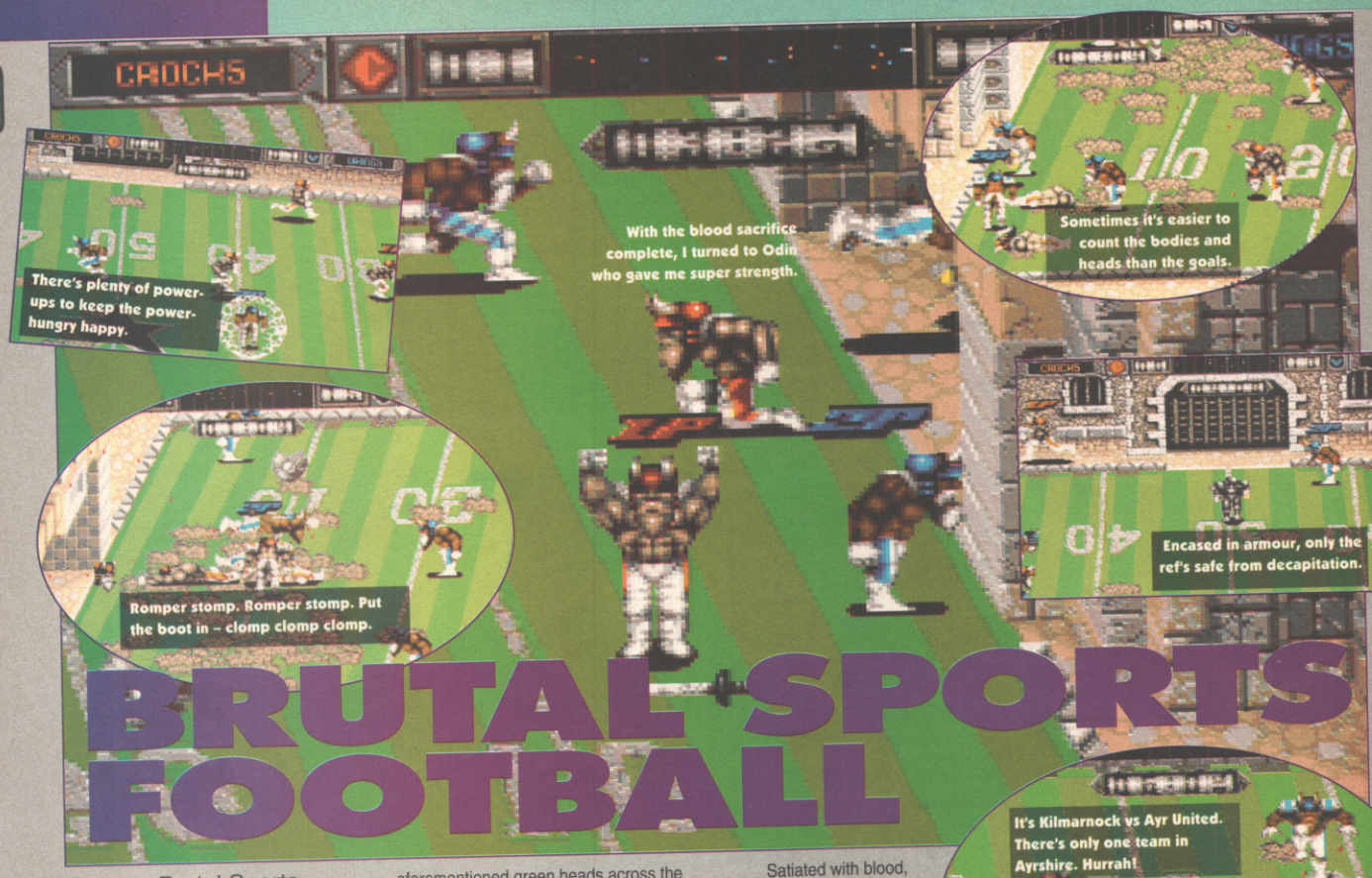
Ah yes, detail. What sort of thing will we... "There are a wide range of atmospheric displays, from stormy to clear, day, night and dawn. If it's overcast and you fly through the cloud then it's a lot brighter above the cloud cover. Vapour trails break off the wing tips on high-speed manoeuvres, which also cause your vision to red-out, simulating the effects of G-forces. When you hit planes, they go down trailing smoke, and you can see the tracer fire come up towards you as well as missiles and flak. Bombs and missiles cause water plumes instead of explosions when they hit the surface, ships leave wakes, and tanks kick up dust in the desert scenarios. And then there's the laser-guided bombs and the video playback and the..."

Verdict so far: "It's a huge, multi-faceted game, and..." Shut up, Martin. *TFX* looks awesome on the PC, but there's still a lot of work to go before we see an Amiga version working fully. Martin reckons that it's going to push the A1200 to its limit, so here's hoping the game lives up to the hype.

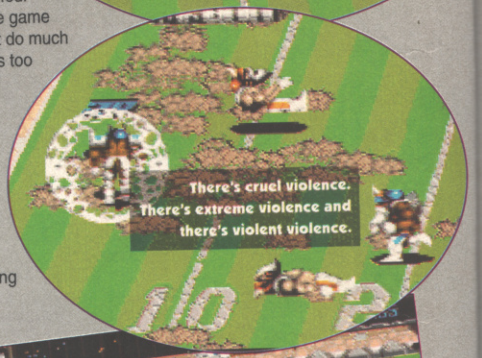
● *MARK WINSTANLEY*

This could be a tanker plane setting up for a refuel, so extinguish all cigarettes and don't use your mobile phone on the forecourt.

Small things impress small minds, but I really liked the wing tip vapour trail. Go figure.



BRUTAL SPORTS FOOTBALL



Game: Brutal Sports Football
Publisher: Millennium
Programmers: Pete Jefferies, Alistair Mann, Colin Hughes and Tony Hager at Teque
ETA: October

Briefly: *Brutal Sports Football* – original name *BeastBall* – is the first in a series of intended *Brutal Sports* games from those harder-than-hard (so hard they don't even wear white socks) East End of London Pet Cemetery Shop Boys who call themselves 'Teque'.

BSF is a cartoon-humour-and-violence-influenced sports beat-'em-up. The game is very violent with a capital Psychopath. You don't even have to try scoring a goal, you can just hack the heads off of the opposing team with a scimitar. Lovely stuff, eh?

"It's 50% football and 50% beat-'em-up"

The creators speak: I kicked off by asking the Teque boys if they were in: (a) jail (b) mental hospital (c) traction, or (d) court. With a neat sidestep worthy of Detroit's man-eating Lion – Barry Saunders – they answered: (e) debt.

Assuming that this debt is a debt to society, don't they think that the gratuitous brutality could end up being emulated by some of the sadder elements of the game-playing fraternity?

"*BSF* may encourage high-spirited (but spotty) youths to attempt to lob off enormous green lizards' heads with huge razor-sharp scimitars, and then kick the aforementioned green heads across the local car park, but this is a risk we're prepared to take."

So now we're getting more of an insight into the brutally anaesthetic workings of Teque programmers. Curiosity piqued, I had to find out more about their background. "What sort of childhood did you guys have? Were you brought up on a diet of raw meat and fried babies?" I asked, fearlessly.

"We all went to comprehensive schools," they cheerily replied.

After quick consultation with Tim Norris, ex-AP Prod Ed and flamboyant product of the public school system, he explained "Well, it's the same thing, really. From what I hear comprehensives serve their babies boiled nowadays, though."

All this talk of comprehensives and violence brings us neatly onto the Nietzschean issue of philosophy – "Is there a philosophy behind *Brutal Sports?*"

"The original idea was to produce a game that was as original as possible, without being too far out to be easily understood. *BSF* fits the bill exactly – as soon as you see it you know what it is, you don't have to wade through a manual to play it, but it does incorporate superb graphics and wacky features (like the walking ball power-up). The game wasn't going to be this violent, but as we progressed we liked the violence so much we decided to make it an integral part of the game – it's now 50% football and 50% beat-'em-up, with another 50% humour."

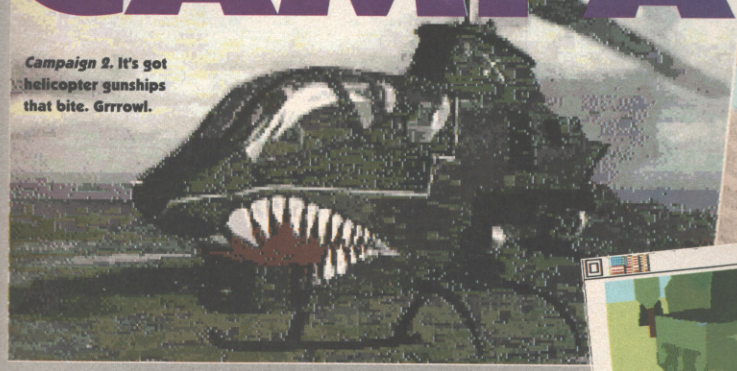
Satiated with blood, although not quite sure if 150% is a relevant score for a game, I gave the guys a final chance to cauterise any wounds that my fax may have opened up.

"The finished game will have a league structure and four species of beasts, to give the game plenty of depth, but we won't do much more with the game itself, it's too good to risk tampering with!"

Verdict so far: Things are looking good. The animation is really smooth, the humour is wacky, and the gratuitous violence is particularly good. If you want to play or fight against the computer or a friend, *Brutal Sports Football* is going to be one to look out for.

● *STEVE McGILL*

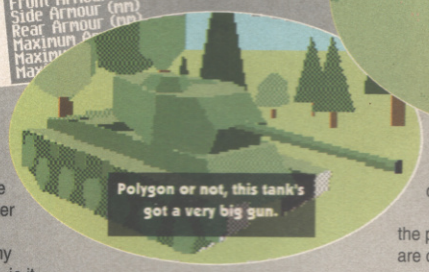
CAMPAIGN 2



Campaign 2. It's got helicopter gunships that bite. Grrrowl.

As you may have guessed, this is where you get to alter the game parameters.

Veteran *Campaign*-ers will recognise this interesting screenshot.



Polygon or not, this tank's got a very big gun.

Game: Campaign 2
Publisher: Empire Software
Authors: In house
ETA: October

Briefly: *Campaign* was a phenomenally successful (and ground-breaking) strategy-cum-arcade wargame that received a whopping great 83% when reviewed in issue 20 of AP. Big claims were being made by Empire Software for *Campaign 2*. Sniffing out a good story's what we're all about at AP, so no expense spared, I was quickly dispatched to beautiful Oxford to find out the (equally beautiful) truth.

Traditionally, wargames and wargamers have been saddled with the same sort of charismatic image as receipt-ticket folders and statistics collectors. *Campaign* broke the mould by appealing to the potential Rommel or Mannstein in us all (Okay, wrong side but they did have the 'stylish' uniforms and style's what counts in today's MTV culture, isn't it kids? *(We don't know. What are you talking about? – The Kids)*. Not only could you direct overall battle strategy at the macroscopic end of the military spectrum *(If you don't start using some one- and two-syllable words pretty damn smartish, there'll be a P45 with your name on it in the intercontinental postal information transportation infrastructure. – Ed)*, but on a smaller, more personal scale, you could also engage in individual 3D animated polygonal armoured combat.

We got guns, we got tanks, we're off to kill good old Tom Hanks.

This approach proved to be a very lucrative one for Empire, and Campaign sold loads. Forward-looking and evolutionary, they didn't stop there.

The creators speak: Empire's aptly-named Richard Yapp did most of the talking while I was there, so I'll just leave it to him, shall I? "One of the main criticisms we received from gamer feedback was the lack of formation discipline when engaging enemy tanks at the individual level, ie it was every man for himself." Rich explained. "This situation was unrealistic and would have ended in lots of court martials for the offending renegade tank commanders.

"Having a progressive approach toward game development, we listened to and acted on the criticisms. Military commanders were sought, interrogated and squeezed to get a better hierarchy of command and battle formation.

"There are now several approaches at different levels of command. You can take charge of the whole campaign and direct your armies, or take control of an army and issue orders to the divisions within it and so forth, all the way down the line to individual units."

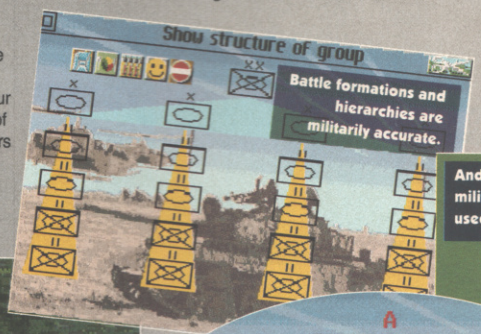
"Maps can be edited to create any scenario you wish"

Driving individual tanks is also smoother thanks to more efficient 3D handling routines. As mentioned earlier, tank platoons keep formation. If the vehicle you're driving is knocked out, you are automatically transferred to the next tank which is rapidly promoted to Platoon Commander. And infantry, noticeable by their absence in the first *Campaign*, now grace the battlefield as do Armoured Personnel Carriers to transport them. You can fly aircraft too, keeping battle formation in a similar manner to the tanks.

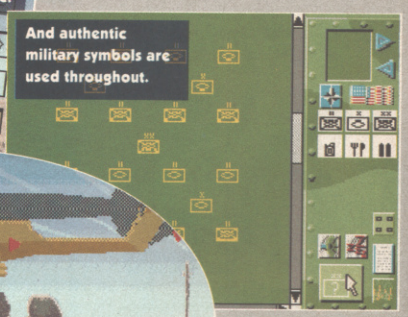
If these improvements have you drooling like one of Pavlov's famous psychological dogs, then mop up your chin and prepare for more. Rich again: "All combat scenarios from 1945 to the present day can be simulated. There are over 100 new vehicles of war all the way from WW2 to the present day. Pre-defined maps come as part of the package, eg Korea in the '50s, the Six Day War in the '70s and the Gulf War in the '90s. As with *Campaign*, maps can be edited to create any scenario you wish. All nationalities in the game have hierarchical templates to allow real divisions, and regiments etc to be deployed in the maps. These can be edited at any level with a new easy-to-use Cut/Copy/Paste option."

Verdict so far: Well, let me put it like this. The command structure has been radically altered due to the extensive military advice received. The addition of infantry, modern weaponry, more realistic individual battle formations and post-World War Two scenarios should result in *Campaign 2* being a true evolution of its parent game. Hurrah, as I believe I'm contractually obliged to say.

● *STEVE McGILL*

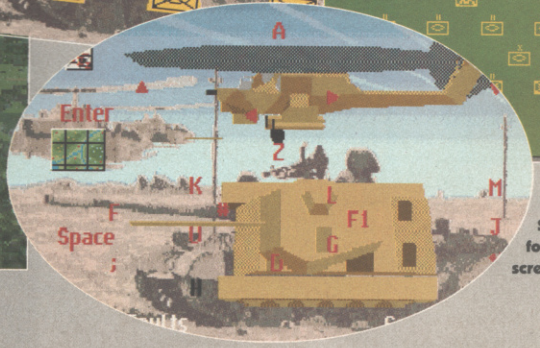


Battle formations and hierarchies are militarily accurate.



And authentic military symbols are used throughout.

Friendly firing American spotter planes are just about everywhere.



Can I have my P45 now please Stu? 'Cos I've forgot what this screen's about.

LAMBORGHINI WORLD CHALLENGE

Game: Lamborghini World Challenge
Publisher: Titus
Authors: In house
ETA: December

Briefly: It's *Crazy Cars 3*, souped up and with a two-player option.

The creators speak: I tracked down Steve Darragh from Titus in his used car lot on the outskirts of Hackney, and when I arrived he was in the back shed finishing off a blue paint job on a white Porsche 911. He seemed alarmed at my initial line of questioning, namely why the front and back number plates were different, and seemed desperate to know whether I'd brought an elderly gentleman called Bill with me, but once he'd padlocked the shed, he calmed down a bit.

It was a year ago that *Crazy Cars 3* came out to much acclaim, although it took until May this year for it to gain its highest accolade by coming 10th in the AMIGA POWER All-Time Top 100. To even have its name mentioned within our hallowed offices is usually praise enough for most games, so to be perched so high up our list must be the computer equivalent of canonisation.

I mentioned this to Steve, and together we reminisced on the fine points of *Crazy Cars 3*. I thought the best bit was the hair-raising speed and the way that it unrealistically bounced into the air in an entirely arcadey way, but Steve reckoned that it was the twenty fearsomely intelligent computer cars who do their darnedest to either block you or smash you off the road. It may not be the most detailed sprite-based racing game on the Amiga, but the one thing we could both agree on was that it's certainly the fastest.

"Steve's garage is not listed in the Yellow Pages"

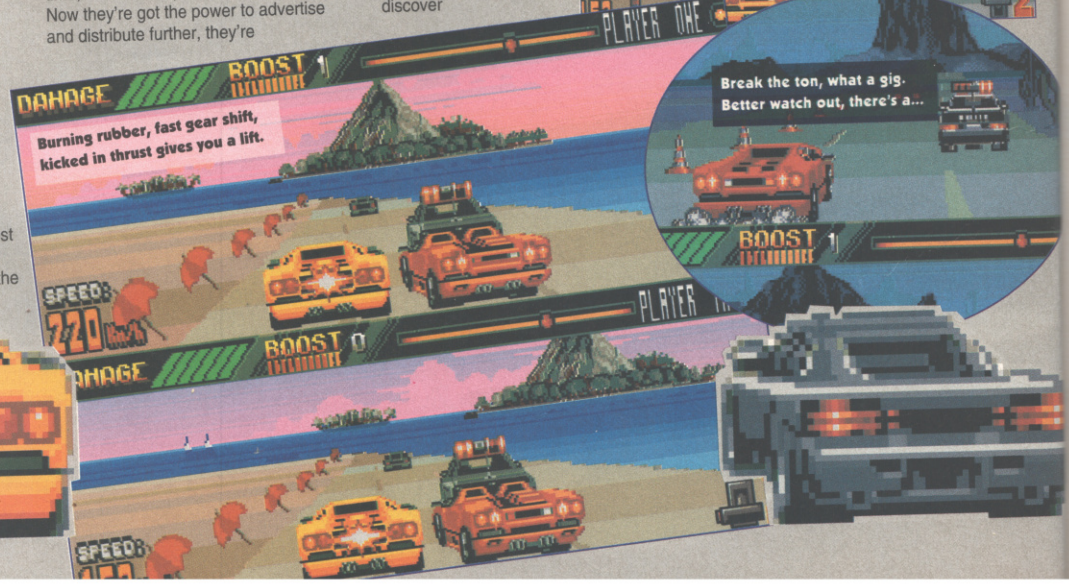
What prompted this chin-wag about great games of yesteryear? Well, over roasted chestnuts and a steaming mug of tea from a hot coal brazier, Steve informed me that the reason I'd been asked down was that Titus have been working *Crazy Cars 3* over with either a fine-tooth comb or a baseball bat (he was mixing his metaphors and being none too specific) and the end result is the soon-to-be-released *Lamborghini World Challenge*. Despite all the good press, *Crazy Cars 3* didn't sell very well, which Steve attributed to the fact that, at the time, Titus was a pretty small company. Now they're got the power to advertise and distribute further, they're taking time out to tweak it up a bit, add the two-player option and, of course, the impressive Lamborghini moniker.

He was keen to point out that although *Lamborghini World Challenge* isn't strictly a new game, it's only had one previous owner, got a fairly low mileage, and all the rust on the sill bottom's nothing to worry about.

I thanked Steve, but was more than a tad surprised to find that the company car I'd arrived in now had a 'Nice Little Runner – £3,995' sticker across the windscreen and was about to be test-driven by a surly youth from Battersea. Steve laughed this off as a genuine mistake, so I accepted his apology and drove home, although I couldn't help but notice that the car seemed to be running a tad hesitantly. This worried me so much that I stopped at a garage just outside Bath to discover that the 2-litre fuel-injected engine had mysteriously transformed into what the mechanic informed me was one from a 1973 Ford Escort Mk 2. I have since discovered that 'Steve's Garage' is not listed in the Yellow Pages, and the number he gave me on his business card is that of a Tandoori takeaway in Peckham. Hmm.

Verdict so far: It looks like it's going to be *Crazy Cars 3*, only souped up and with a two-player option.

● *MARK WINSTANLEY*



BLOB

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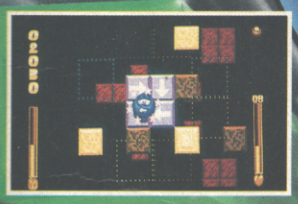
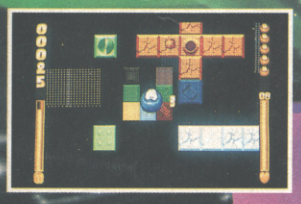
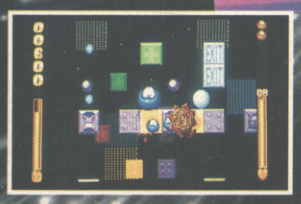
Blob's spaceship has broken down whilst transporting a cargo of baby Blobletts. Parts of the ship have been lost and some of the Blobletts have wondered off in all the confusion.

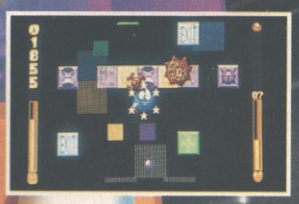
Guide Blob through 50 taxing levels of bouncy crazy puzzles, find all the spaceships parts and rescue any Blobletts that have become lost or trapped.

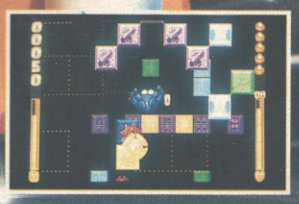
Live life on the edge - experience BLOB

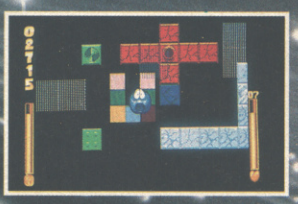












Available on Commodore Amiga (1 meg only)

CORE DESIGN LIMITED

Screen shots are from the Commodore Amiga version

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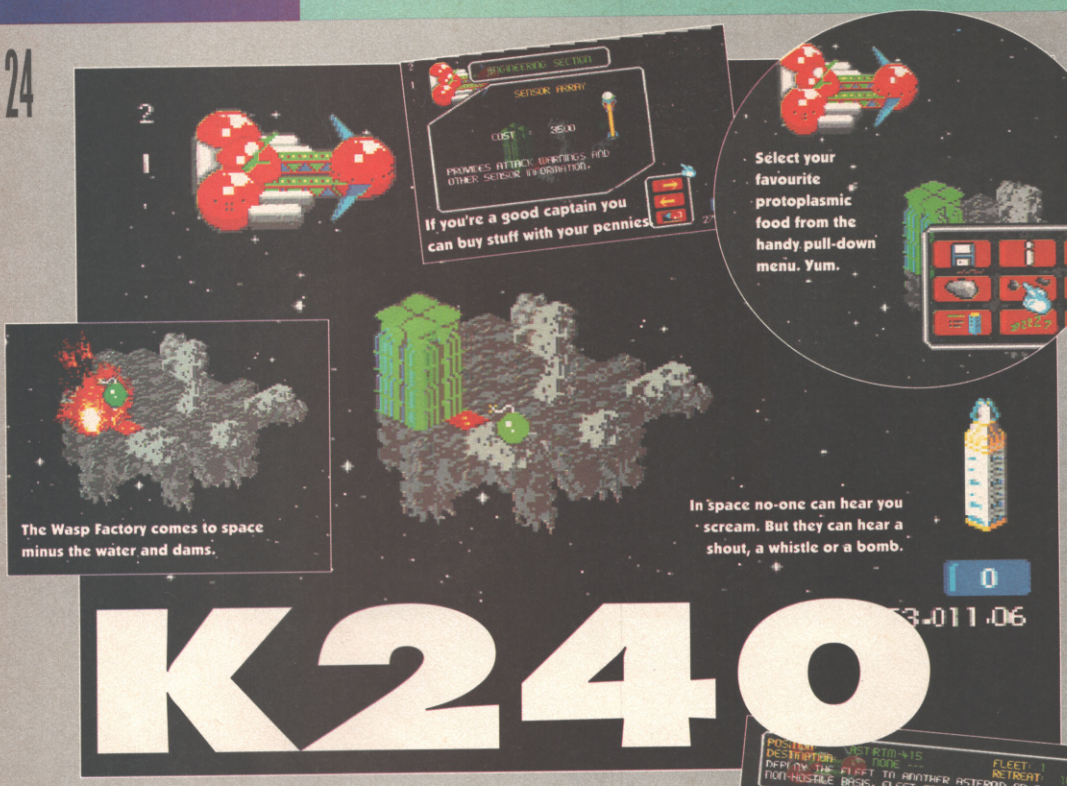


K240

Game: K240
Publisher: Gremlin
Authors: Graeme Ing, Peter Daniels, Paul Green, Pat Phelan
ETA: September

Briefly: It seems that there's a *Sim*-something lurking round every corner these days: *Sim City, Sim Earth, Sim Life,* Sim-on Groom etc. *(You're fired. – Ed)* Cunningly, Gremlin have chosen to call their new game *Sim Space.* No, no they haven't, they've decided to call it *K240. K240!* Doesn't that sound as if it could be the great granddoggy of Dr Who's robotic pet? That may well be the case. Who knows. But did Tom Baker pass on the info to Peter Davison? Who cares. Or does he? Well, of course he cares – he'd have to be pretty inhuman not to. That's enough of the Dr Who jokes, anyway.

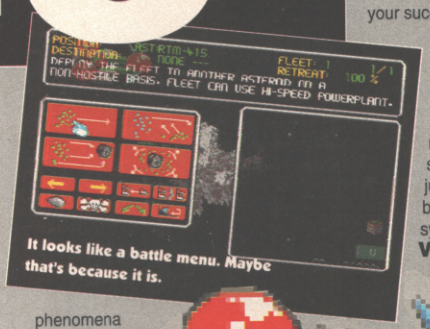
After all that, please don't ask who's Who. If there's any questions going to be asked, they're going to be asked by me.

"As you expand, strange phenomena occur"

The creators spoke: The plot of *K240* is set in a cluster of asteroid fields known as the Magellenic Cloud licensed out by the Terran Empire to independent miners who try to form ore extraction colonies. First question to Gremlin. All this talk of independents makes me think of disaffected youth who like to twang guitars a lot and share their depression. Is this the role I'm expected to play? "You play the role of one such independent who has recently established a pioneering colony in an uninhabited section of the Magellenic Cloud. However, as you expand your operation strange phenomena occur." Hmm, strange phenomena – could this be a euphemism for 'I've lost some craft and I'm not alone'? "At first you dismiss the loss of your scout craft as an accident. Only when a similar ship begins to probe your craft do you realise that you're not alone." All this tension is leading to an identity crisis: who am I, what are my objectives and how should I manage myself?

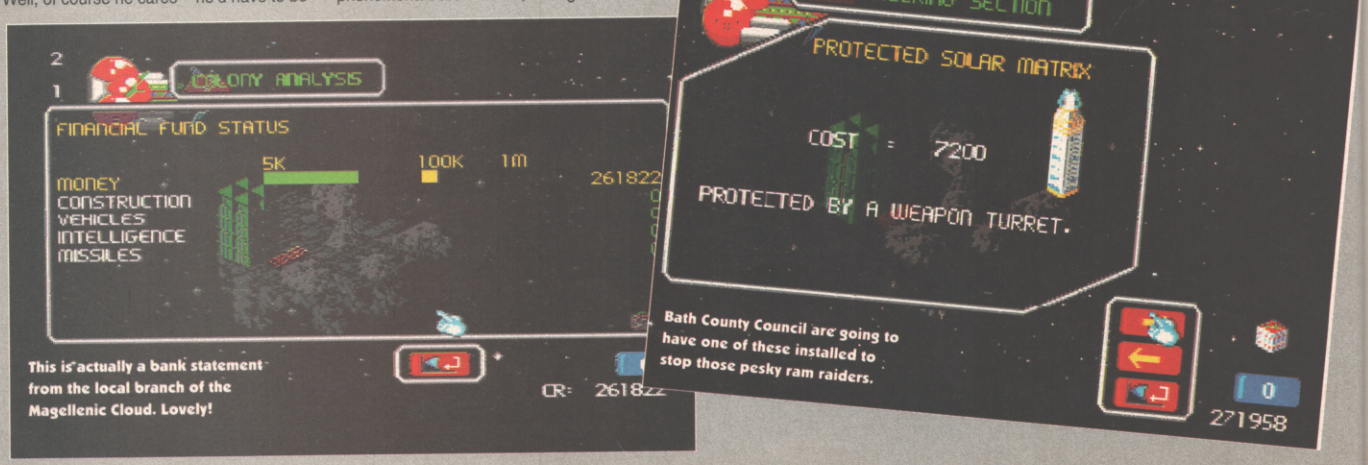
"You are the Commander of an ore extraction colony and you have several objectives, all of which must be carefully managed if you are to successfully mine the Magellenic Cloud."

Identity crisis over, I then had to find out my brief. "First and foremost your brief is to explore the Magellenic Cloud, enlarge your colony and expand your mining operations so you can extract more ore and sell it to the Empire." This all sounds a bit technologically-orientated, doesn't it, guys? What will I have to do to maintain my newly-founded colonies? "In order to maintain the day-to-day running of the colony you'll need to invest time and money into scientific research. New inventions will enable you to enhance productivity, thus providing adequate supplies for your workforce." I can't imagine things running this smoothly, there's bound to be hassle from the enemies out there. Just what is going to be paramount to my success? "Controlling the enemy forces will be paramount to your success. By collating data received from your spy-ships you will have to make the final decisions as to how your colony will cope with the alien threat". Excellent advice. I think I've got a bit of military judgement too. How should I use it? "Use your military judgement to hold the enemy at bay or annihilate him from the system." Sounds pretty final to me.



Verdict so far: Fans of the first *Utopia* game (which this is a kind of sequel to) and the like may well be interested in this game. But then again, they might not be. The plot has the same sort of ring to it but not the same tone. It's set in space and this in itself might just be enough to help sell lots of copies. Who knows for sure? *(Don't start that again. – Ed)*

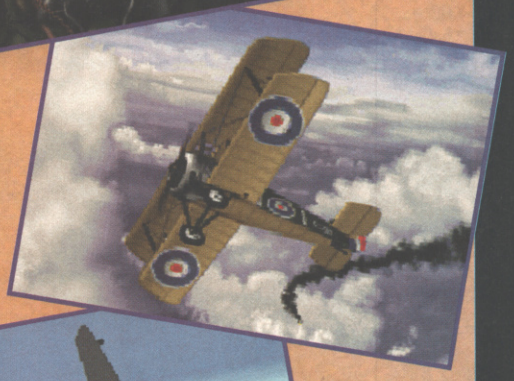
● ***STEVE McGILL***

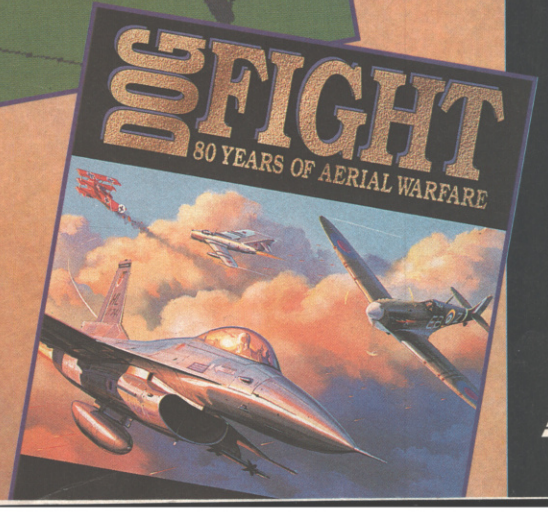


DOGFIGHT

80 YEARS OF AERIAL WARFARE

The thrill of pure face-to-face air combat





Dogfight is the first pure air combat simulation from MicroProse: one-on-one action, duelling for supremacy in famous aerial conflicts. Eighty years of air ace skills crammed into one game. From a WW1 Fokker Triplane to a modern Fighting Falcon, you'll experience heart-thumping thrills as your enemy closes in on your 'six'. There's no room for errors; one wrong move and you're history!

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BENEATH THE STEEL SKIES

Game: Beneath The Steel Skies
Publisher: Virgin
Authors: Revolution
ETA: November

Briefly: Foster's life in the wasteland known as The Gap is brought violently to an end when armed guards from the city kidnap him and kill his family. Why is he so important, why does the robot security system save his life by blowing away a guard and who is the mysterious Overman? The team that brought us the rather lovely *Lure Of The Temptress* have all the answers.

The creators speak: The team at Revolution are hugely critical of their previous work, not because they think it wasn't very good, but because they see it as the best way to improve. "*Beneath The Steel Skies* has taken 10 people a year to write so far, and we've had five independent playtesters writing this sort of thing at every stage," said Managing Director Charles Cecil, waving a huge wodge of faxes which contain comments, criticisms and suggestions. Charles admitted that the criticism can be a bit discouraging at times, but he reckons it's the best way to iron out all problems.

"He invariably gets smashed up before too long"

The most press-worthy feature of the game is the involvement of top comic artist Dave Gibbons, who drew the excellent Watchmen and Give Me Liberty. "Dave was very receptive to our ideas on how things should look," said Charles. "We'd already spent a lot of time working on a complete background for the game, which we gave Dave along with the requirements of each location, such as the numbers of doors and windows. He then drew a six-page comic, and about 75 black-and-white drawings, which were copied and painted by us. These paintings were then scanned to form the backdrops, since we've found that it's the only way to get such an impressively large amount of detail into the pictures."

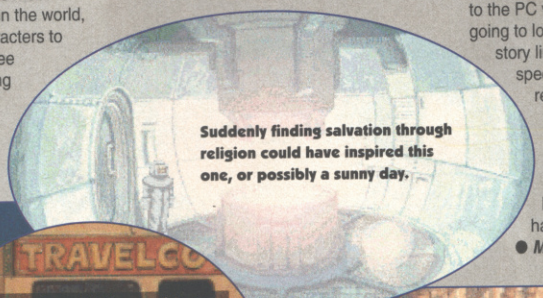
Charles was keen to point out their game engine, which has been developed in-house. "We realise that we're up against Sierra and LucasArts, but they've been using the same engine for about a decade now. We've got the most sophisticated game engine in the world, which allows incidental characters to 'live' even when you can't see them, so rather than standing around until you talk to them, they'll wander off into other locations. You can also look through windows into other locations, increasing the feeling that you're in a real world rather than a collection of locations.

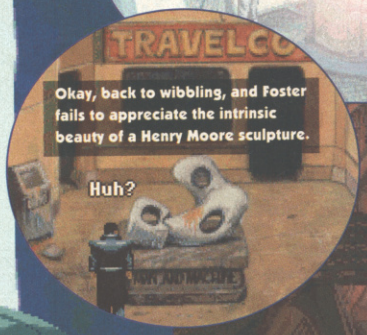
"The engine's relatively unimportant though, as it's the game that counts. Although the actual story's quite serious, with people getting murdered, chopped in half, and generally mangled, most of the situations and characters are quite light-hearted. For instance, Foster's helped by Joey the robot, who starts the game as a circuit board after his destruction. Throughout the game he helps you out as a cleaning droid, a welder, a medic and an android, but he invariably gets smashed up before too long.

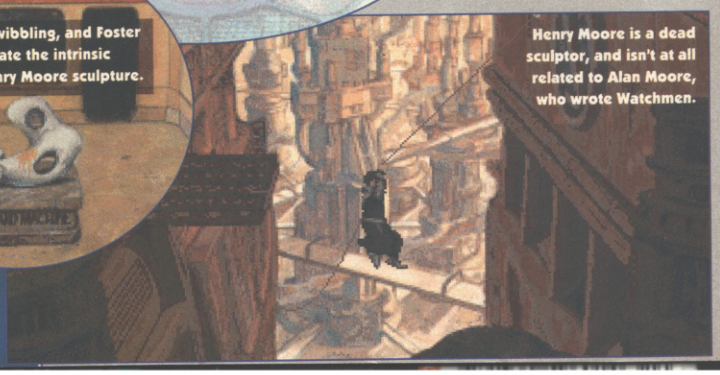
"Foster's got to work his way down from the high-up industrial sections to the more bijou ground levels, and work his way through a cyberspace level in the city computer, but we've made it as non-linear as possible. Obviously there are certain nodes where all the events come together, but in many cases there are several ways to get to each of them, and you can. We've left out red-herring objects, but since some of them are specific to certain puzzles, it'll appear to players that some of them are useless. We've made sure that there aren't any coincidences in the game, because they appear false to the player, and although it's possible to get killed, it'll always be obvious why you copped it."

Verdict so far: With the standard Amiga version looking stunning and the 256-colour A1200 version being identical to the PC version, there's no doubt that it's going to look fab, but by having an actual story line rather than the usual non-specific 'kill the baddie' plotline, I reckon this is going to play pretty fantastically too. The only possible downer I can imagine will be the size of it (the game comes on 12 or so disks), so it looks like you're going to need a hard drive to get the most out of it.

● *MARK WINSTANLEY*







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"We dig TV, we dig remote control. We dig the Furry Freak Brothers and the Twilight Zone." But it's not just tragically-ahead-of-their-time dance-grebo crossover bands who prefer certain items over other ones. Indeed not.

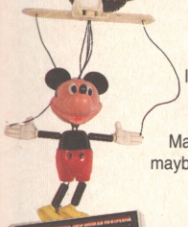
JUST WHO DO WE THINK WE ARE?

LINDA BARKER

Much to Dave's glee, Linda's returned to the AP fold this month, bringing Stuart's megalomaniacally despotic rule to an abrupt end. On doctor's orders, Linda's been doing lots of things she enjoys, which mainly seems to involve being frequently driven to Gloucester to buy packs of Corn Pops. It's undeniably strange behaviour, but since it's so good to see her back again, we don't ask awkward questions.

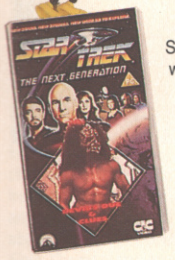
STUART CAMPBELL

A few months ago Stuart proclaimed that his rule over AMIGA POWER would last a thousand years, but with Linda's recovery, his dreams have been ruthlessly shattered. It's also brought to an end his 'Jurassic' phase (though not before the unfortunate destruction of several Nissan Landcruisers) – she's insisting that he views strictly Disney from now on.



SAL MEDDINGS

In fact, he can go round to Sal's house and take advantage of her delightful Little Mermaid lampshades and her quintessentially beautiful 'Pull My Head To Make Me Speak' Mickey Mouse doll. Maybe the presence of Sal's little 'un will have a beneficial effect, or maybe we should wait till he's completely over his carnivorous stage...

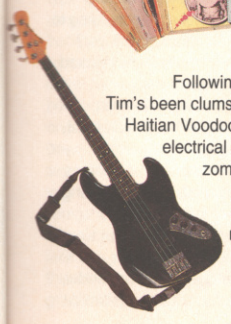


DAVE GOLDER

Strangely believing that the '70s were the height of TV drama, Dave went to one of those wild 'Cult TV' conventions recently, and ended up being detained overnight in a cell containing fellow delegates dressed as Sapphire and Steel, a dalek, three Commander Datas and Bodie from The Professionals. Dave proved his own worst enemy when he appeared in court the next morning – cunningly disguised as the voluptuous Jenna from out of Blake's Seven.

STEVE McGILL

Our new boy, Steve, has been busy settling in, getting to know the area and checking out the amenities. He now knows where Hatchetts is, where the Cellar Bar is, and so on. But ask him to pop to Sainsbury's and a sort of vacant, confused look crosses his face. Ah well, at least Jacquie will have a regular visitor in her 'special' room.



TIM TUCKER

Following his tragic and fatal accident last month, Tim's been clumsily re-animated using an eclectic blend of Haitian Voodoo rites, industrial fertilisers and household electrical appliances. Until we release him from his zombie state, Tim's now destined to shamble around, mindlessly following our orders. Fortunately, we needed someone for this month's feature on game music, and who (or indeed what) better than an ex-near-pop star, undead, ex-staff writer? Take it away, Tim.

DAVE GREEN

Dave's been shouting a lot more than usual. Y'see, he's taken to frequenting very loud nightclubs for the dual purposes of appearing more human and what he mysteriously refers to as 'gaining fresh nutrients.' As a result of his nocturnal activities, the missing persons list in Bath has suddenly increased alarmingly, and it seems that all that loud music has damaged something. His legs if his dancing's anything to go by.

TIM NORRIS

Genealogy's been the name of the game for the Norris clan this month – Tim's managed to trace his ancestry back to 1628, where it appears the first Norris was the offspring of a young peasant girl and King Charles himself. It appears that young Percy Norris rose to the rank of Captain in the Royalist army, and quite frankly the office's latest Roundhead recruit (see below) isn't taking this too well at all.

MARK WINSTANLEY

It came as no real surprise to the rest of the team when the company psychiatrist judged Mark to be "An unbalanced sociopath with violent tendencies." Consequently, Mark's on the same cartoon diet as Stuart, though we still have to keep a strict eye on him. All that violent Tom 'n' Jerry stuff is out, it's strictly Bambi and Dumbo from now on.

JONATHAN DAVIES

Jonathan's taken his wargaming a step further this month by joining the Sealed Knot society, a band of muddy funsters dedicated to re-enacting the English Civil War. Squire Jon Merryweather, as he now styles himself, has proclaimed himself a Roundhead, and to prove his puritanical ways, has given up the one thing in life that gives him any pleasure at all – his exact 1/35th scale plastic model Stegosaurus. In a satchel.

LISA KELLETT

Bearing in mind the amount of fan mail she gets in the form of 'Lisa, will you marry me' letters from our readers, it seems strange that Lisa's ambitions to be Miss Bristol 1993 were tragically cut short at the semi-final stage. Perhaps readers of the Bristol Evening Post just don't appreciate Somerset-and-Avon's very own homegirl as much as AMIGA POWER followers.

RICH PELLEY

Rich has been taking a well-earned break this month and claims that he's been to America. We got a postcard but "Hello, I'm having a really great time," was the extent of the message. Since he also delivered it by hand when he got back, it didn't have a stamp or postmark on it, so frankly we're not convinced that he's been anywhere near 'The Land Of The Free'. Anyway, regardless of whether he bought them in Woolworths or South Central Los Angeles, the jelly beans he bought us were much appreciated. Cheers Rich.

How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. We haven't got time for third points.

MICRO MA

Sometimes when I've been working very late here in the office, lots of little cars come out and have races on my desk. And Murray Walker commentates in an even more high-pitched voice than usual. It's true.

Top toyroom action as tanks are symbolically overshadowed by those icons of innocent youth, marbles. War, eh? What IS it good for?

"Small is beautiful," claimed Professor E F Schumacher. But it's even better when combined with rapid scrolling and a nifty two-player mode.

Game: Micro Machines
Publisher: Code Masters
Authors: In house
Price: £25.99
Release: September

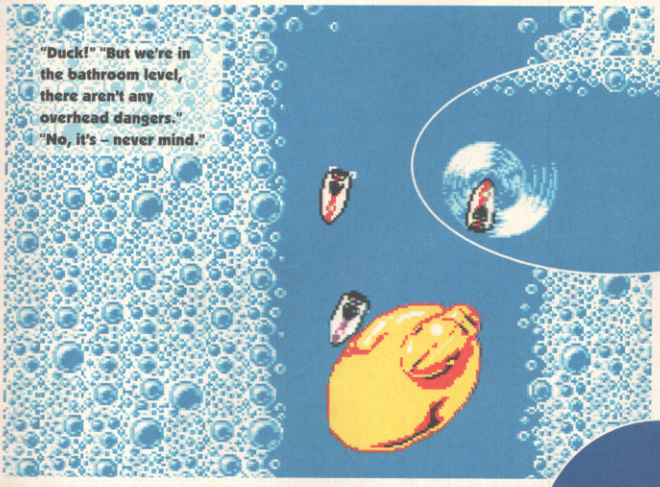
Great Extremely Small Things In History: (1) The microchip. (2) McCain Micro Chips. (3) Keyhole microsurgery. (4) Microgrooves ('the fine groove of long-playing gramophone records', according to our dictionary). (5) Spotted the link yet? Yes, that's right, they're all words I picked randomly from the page of the aforementioned dictionary with 'micro-' printed at the top of it. What do you want, a medal or something?

Er, anyway. Here's *Micro Machines*. As anyone with any sense was expecting, it's great. Not for any particularly revolutionary or exciting reason, but simply because it's a wonderful game. Or, perhaps, because it's a simply wonderful game. Or even because it's a wonderful

ACHINES

These cheery faces are the characters you can race in the game. There's Dwayne, Walter, Spider, Bonnie, Jethro, Cherry, Emilio, Joel, Anne, Chen, Mike and, er, Dwayne. Hang on a minute...

DWAYNE, DWAYNE, GO AWAY



"Duck!" "But we're in the bathroom level, there aren't any overhead dangers." "No, it's – never mind."

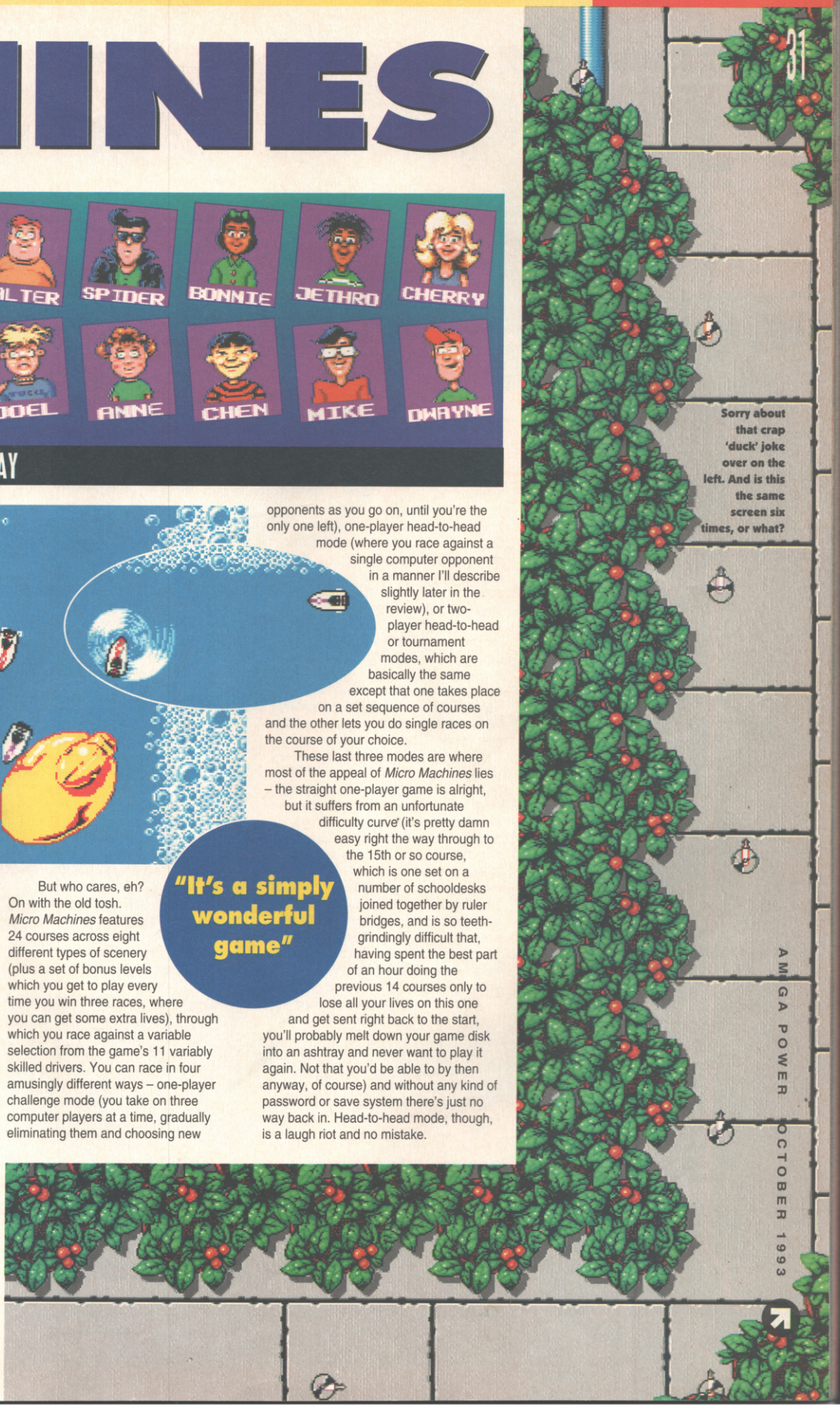
game, simply. Yes, I think that's it. I was talking to a few of my glamorous international game-playing chums the other day (well, a couple of part-time freelance writers for console magazines, anyway), and while we argued bitterly about the merits of *Kick Off, Asteroids, Epic, Rainbow Islands* and *International Rugby Challenge*, there was one thing we all agreed on, and that was that without exception, the best games in the world are the ones where something's done simply.

Micro Machines is a *Super Sprint*-type overhead-view circuit racing game, dressed up a bit with some unusual backgrounds but with no shocking gameplay innovations beyond a fairly novel two-player mode. It's technically nothing clever, either – the game originated on the 8-bit NES, and it's only been updated in the graphics department since then, and even there not as much as you might expect. And annoyingly, the Amiga lags behind the Mega Drive version in a couple of technical aspects, like the lack of a parallax-scrolling floor beneath the table-top levels and some missing graphical details on a couple of the stages.

But who cares, eh? On with the old tosh. *Micro Machines* features 24 courses across eight different types of scenery (plus a set of bonus levels which you get to play every time you win three races, where you can get some extra lives), through which you race against a variable selection from the game's 11 variably skilled drivers. You can race in four amusingly different ways – one-player challenge mode (you take on three computer players at a time, gradually eliminating them and choosing new opponents as you go on, until you're the only one left), one-player head-to-head mode (where you race against a single computer opponent in a manner I'll describe slightly later in the review), or two-player head-to-head or tournament modes, which are basically the same except that one takes place on a set sequence of courses and the other lets you do single races on the course of your choice.

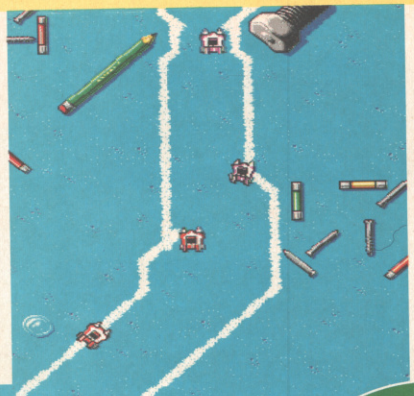
"It's a simply wonderful game"

These last three modes are where most of the appeal of *Micro Machines* lies – the straight one-player game is alright, but it suffers from an unfortunate difficulty curve (it's pretty damn easy right the way through to the 15th or so course, which is one set on a number of schooldesks joined together by ruler bridges, and is so teeth-grindingly difficult that, having spent the best part of an hour doing the previous 14 courses only to lose all your lives on this one and get sent right back to the start, you'll probably melt down your game disk into an ashtray and never want to play it again. Not that you'd be able to by then anyway, of course) and without any kind of password or save system there's just no way back in. Head-to-head mode, though, is a laugh riot and no mistake.



Sorry about that crap 'duck' joke over on the left. And is this the same screen six times, or what?

Fantastic apparent multi-car action on one of the fast-moving and frantic workbench levels. You wouldn't believe what a pain in the bum these links were to put together. In fact, the way the game works makes it such a tedious and unpleasant job, I got Mark and Steve to do it for me. I'm not Dep Ed for nothing, you know.



Right: Normally we'd do an appalling 'tanks' gag at this point, but quite frankly we can't be bothered. You wouldn't like it anyway.

Below: Further table-top action – mind those clunky pool balls.

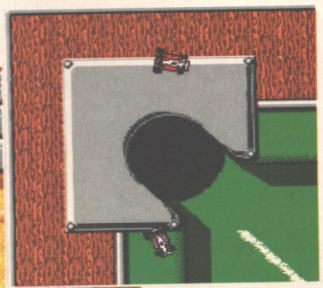
In all of *Micro Machines'* head-to-head games, the basic principle is that you and one other player (computer or human, or even your dog if it's unusually dextrous and well co-ordinated and heavily into racing games, I suppose) race around a track as normal, except that instead of just trying to get round quicker than the other guy (or dog), you're simply trying to put enough space between you over a short distance that the scrolling of the course overtakes your opponent and he (or it) disappears off screen. When this happens, the player in front wins a point and the one who was forced off the screen loses a point (you start with four each), and when the score gets to 8-0 either way, the game's up.

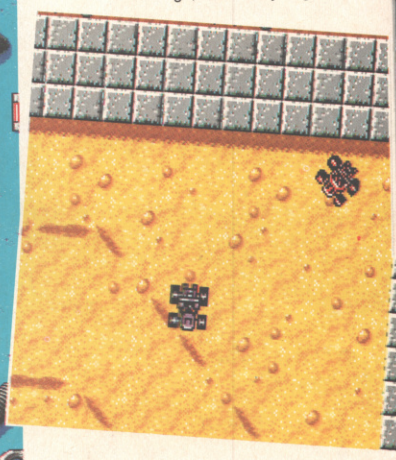
It's a brilliant way of circumventing many of the problems usually found in two-player race games of this ilk (like, say, *Supercars 2*, where the screen gets split to show both cars, but then inevitably gives each one such a tiny field of vision as to make spotting corners and so on practically impossible), but it's not without mishaps either. In one-player head-to-head, the scrolling actually follows the car behind, so that to win a point you actually have to race off the edge of the screen yourself. What this means, naturally enough, is that as you get ahead of the computer player, you end up with about two pixels' warning of upcoming corners, which kind of knackers all the good of the idea in the first place.

But hey, what kind of a saddo plays head-to-head games against the computer? This was always meant to be a game played by two real people (talented dogs notwithstanding), and as such it works like a dream. The extra-specially great thing about the two-player game, though, is that there's so much variation in it – you can race the fast and relatively hazard-free sandpit tracks where it's just a simple all-out speed trial, the obstacle-strewn pool tables where negotiating the pool balls, playing-card ramps and secret tunnels concealed in pockets adds an element of maze navigation to the proceedings, the precarious desktop levels where your lightning-quick but near-uncontrollable sports car goes plunging off the table to its doom on every other corner, or the slow-moving but brilliant toyroom tank levels, where every time your opponent gets in front of you, you can blow him to smithereens with a well-placed shell up the turret. Not enough for you? Well, you've still got the bathroom stages (watch out for that lethal plughole whirlpool), the breakfast table (sticky baked beans everywhere and more vertigo-inducing edge-of-the-table drops), the helicopter races (out in the greenhouse for some sunshine, but careful of those high-powered fans and sprinklers), or the workbench (littered with sticky glue blobs, carelessly-discarded nails and screwdrivers, and unhelpful CLI prompts), so stop complaining, alright?

And what do you know? I haven't even touched on the super fantasticness of the graphic locations yet, have I? Well, they're just – oh, out of room again. Damn.

● *STUART CAMPBELL*





Above: Another 'dip in the pool'. Clever wording, I know.

Left: It's just like a real sandpit, only not as peculiarly smelly.

UPPERS Great locations, great control, great selection of game variations... well, it's just great. Alright?

DOWNERS Not having the parallax scrolling for the floors leaves things looking a bit shoddy. And the scrolling on the one-player head-to-head mode is a bit overly demanding. The one-player modes in general are a bit limited, in fact.

THE BOTTOM LINE

Superb racer, pretty fair fun on your own but amazing with two players. Oddly enough, it's absolutely brilliant.

88 PERCENT

THE BOTTOM LINE

A1200

No difference at the moment. An much-enhanced AGA version is in the pipeline for later in the year. Pray for parallaxing, eh?

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*Not released at time of going to press

Prices on Zarg may be high, but at least the shops deliver the goods free of charge.

Although the planet lacks microchip technology, miners can still benefit from the convenience of hole-in-the-wall cash dispensers.

Game: Diggers
Publisher: Millennium
Author: Toby Simpson
Price: £29.99
Release: September

Here it is – the first ever CD32-specific DIGG

Now don't switch off because I'm going to mention Sega and the Mega Drive and all those posh console things, because I'm making a valid point here, so pay attention. Back when the Mega Drive was released, everyone went 'Ooh' and 'Ahh' over its sleek black case and impressive 16-bit credentials, but practically no-one bought them. You could argue that everyone was waiting to see if it caught on or not, since no one wanted to end up with the videogaming equivalent of a Betamax video recorder, but we know that the real reason was that all the games were crap. *Altered Beast? Altered Cack,* more like.

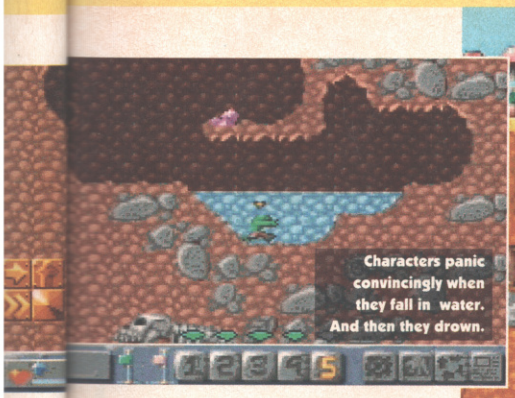
"You run the risk of your miners getting kicked in"

It was only when that funny hedgehog and his cool sneakers hit the shops 18 months later that the console craze began. For once though, Commodore seem to be on the ball, and although we've only been allowed to speculate about it for the last few months, it turns out that most of the top games producers have been developing for the CD32 for ages. So, even though the machine's just been officially finished, we've now got the first-ever CD32-specific release in the form of *Diggers. Altered Beast Part Deux,* or *Sonic 3?* Read on.

Okay, so with the CD32 version you get loads of flash stuff that's far beyond the dreams of mortal Amiga owners. Rather than having a bulging manual, all the instructions are actually in the game, with more than 100 pages of info presented quite nicely in the form of a big book. There's also a moody CD soundtrack, which is suitably ambient enough to not get annoying after a few minutes, so you can dig away for hours to gentle new-age muzak. Finally, there's the fact that the game comes on a CD, so you can promise to bring it round to your friend's house and then ask him smugly where his CD32 is, secure in the knowledge that he hasn't got one. One-upmanship, I love it. And I can do it far, far better than Stuart. *(No you can't, and I can beat you at* Pinball Fantasies, *you girl. – Stuart) (Or any game for that matter, corduroy pants wearer. – Stuart, again)*

Onto the game then, and digging is, quite obviously, the name of the game. Set on the planet Zarg, you control a digging quintuplet formed from one of four races. Each race has differing levels of stamina, patience and strength, and some have very odd mannerisms, which I'll go into later. Your team starts off next to their home base on the surface, and the idea's to collect a set number of credits before your enemy does.

It's such a shame that the characters spend most of their time underground, because it means they miss out on lovely moon-sets such as this. Ahhhhh.



Characters panic convincingly when they fall in water. And then they drown.

Remember when you were a kid and you wandered down to the seaside with a plastic spade and dug a little hole? Well, these boys sneer at your puny efforts.

GERS

title. Is it a case of great excavations?

Although you can only wander around the surface for a short stretch, the potential for wandering about underground is almost limitless – not infinite, but so close that you'll hardly notice. Millennium claim 34 levels spread over seven different terrain types, and that you could complete the game by seeing only a quarter of the million or so locations, and I can well believe them. You get credits by selling jewels, and you find jewels by digging tunnels. Miles and miles of tunnels.

The basic digging machines are your five miners, who will merrily dig in a specified direction until they hit solid rock, or get bored. When jewels are found, you have to instruct someone to pick them up, and then get them back to the base so you can trade them in. Thankfully, there's no need to negotiate them through the mines, as you can whoosh them back to the surface using teleportation. Once you've got cash, you can expand the scale of the operation with vertical tunnel borers, mining machines, boats, trains, explosives, bridges and all manner of gear. Obviously, this costs money, so you've got to work out whether buying a lift is more important than getting to your credit goal quickly.

The Big Book O' Zarg contains all the instructions, info and hints on the game, 'cos let's face it, software piracy isn't a problem when it comes on a CD.

All this would be far too easy without some traumas, and the main one's the fact that there's another set of miners out there doing exactly the same thing. This can work out quite nicely if you can dig into their network and grab jewels before they do, but since different races fight each other, you run the risk of your miners getting kicked in if you connect rival networks.

The second problem are the creatures that lurk in the many caves you get to. Many of the caves are cleverly designed puzzles, where you've got to buy bridge sections and lifts in order to get to the really large jewel caches, but most of them are also guarded by spooks, ghouls and alien monsters who at best scare your team, and at worst kill them.

The final problem is your tunnel network itself, which requires so much thought to plan that my head literally exploded after one particular three-hour stint. The diggers can only go up angled slopes, can't jump over vertical shafts and will always find the lowest part of the tunnel network by falling down the shafts, so you often find that by digging a new tunnel, you'll have blocked off access to large sections of the existing network.

Now all of these are taxing, game-related puzzles that improve, enhance and indeed are the main bulk of the game, but there are problems with *Diggers* that are nothing to do with enjoyment. It seems that the programmers got so wrapped up in the game that they never stopped to consider how the game would appear to any newcomers, and most of my gripes are related to this.

For a start, the control system is horribly awkward, and even more so if →

You know, the really clever thing about *Diggers* is that you actually create most of the playing area yourself, so each game's going to be vastly different. In true children's TV style, here's one I did earlier, and there isn't even an enemy miner in sight. Ha.

This bashed-up and, quite frankly, fat guy appears in the intro.

In all their splendour and glory, here are the 34 levels – count 'em!

"I've been playing it for hours on end"

you try to use the flashy new CD32 console-type controller rather than a bog-standard mouse. If you saw that one of your guys was heading towards a extremely deep shaft that would doubtlessly end his promising career in mining, then you'd have to first click on either him or his number, then press the right mouse button to get his menu up, then on the walk icon to get the walk menu up, then finally the stop button, by which time he's probably dead anyway. You've got to go through a similar hassle to teleport out, when the logical thing would have been to have a 'stop everything' and 'teleport out' buttons next to the number of the character. A floaty number above each of them is missing as well, since when they're all on the same screen, it's difficult to tell them apart.

The different races have different characteristics and a certain degree of artificial intelligence, but unfortunately it's entirely misplaced. If they're walking towards a deep pool or a gang of enemy miners, they won't think about turning back, but if you leave them doing the same task for too long, then they'll take it upon themselves to head off the other way, teleport back to base or go and have a chat with their mates. Admittedly you get a flashing warning that they've wandered off, but when you've got four other diggers spread over a wide area, enemy miners and monsters to deal with, the last thing you need is a vital worker taking an impromptu fag break.

I can see that the idea's to create a game with more depth, but it just muddles the gameplay. Why don't the workers pick up the jewels automatically and why do you have to go through several screens before you can cash in your jewels? Once you've gone to the trading screen, you often find that you can't, since there are about six types, but only three are being traded at any one time. Again, I suspect that this is supposed to 'enrich' your game, but it's just bloody annoying.

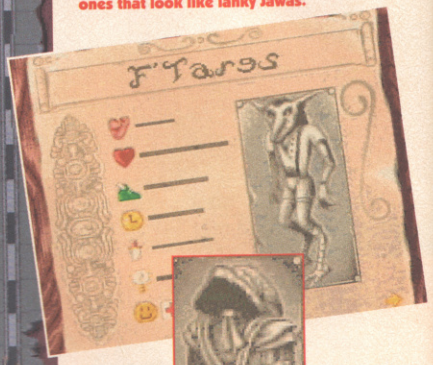
Now all this is intended to point out the shortfalls of the game, not to slag it off entirely *(Clever mining pun there, Mark. – Ed)*, so I'll finish off by picking it up off the floor, dusting its coat down and apologising to it a bit. *Diggers* is a fine game, and I've been playing it for hours on end, and if you like the look of it, it's unlikely that you're going to tire of it. It's pretty much a mining god sim, so you can play offensive or defensive tactics, chose to ignore the enemy or go all out to kill them. This flexibility is its main plus point, but the over-complicated control system is a major downer. I wouldn't go so far as to say it's worth buying a CD32 for, but if you've got one, then it's well worth having.

● *MARK WINSTANLEY*

Ahhh look, more pretty scenery.

There's Habbish and Quarriors and mining machines and hidden grottos and fossils and quite literally EVERYTHING in this picture.

The four mining races on Zarg come under the curious headings of Grabblins, F'Targ, Quarriors and Habbish, who're the ones that look like lanky Jawas.



UPPERS Great music, fantastic graphics and novel gameplay, and all on a new format, too. It's possibly the hugest playing area of all time, and with four different character types it seems entirely probable that you're never going to see all of the game, even if you play it a long time. Like till the end of forever, maybe.

DOWNERS Interaction is needlessly complex, and many features intended to make the game more playable are just annoying. Playing over such a large area leads to confusion about where you are, and where your enemy is, and losing is such an abrupt event that it's a real let-down.

THE BOTTOM LINE

Streamlining of many of *Diggers'* features would have resulted in a game that would be an absolute must for all CD32 owners, but as it stands, it's a fun, but quirky game. If you like strategy games and are into the idea of hour-long games, then you'll howl at me for not hailing this as a classic, but awkward interaction and peculiar pace stop this getting a higher score.

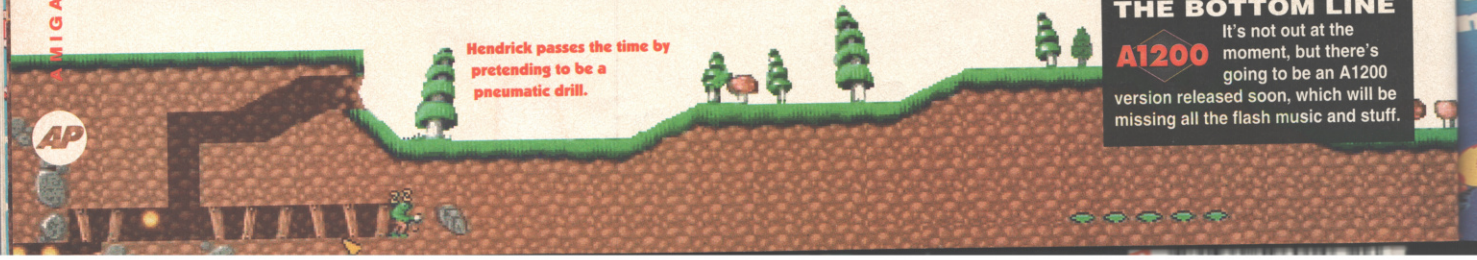
80 PERCENT

THE BOTTOM LINE

A1200

It's not out at the moment, but there's going to be an A1200 version released soon, which will be missing all the flash music and stuff.

Hendrick passes the time by pretending to be a pneumatic drill.



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THE WORLD OF AMIGA

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Game: Burning Rubber
Publisher: Ocean
Author: Nathan Whitaker (programming), Anthony Thornton, Andrew Sharrat, Alan Redpath (graphics), Tim Haywood, Utah Saints (music)
Price: £25.99
Release: Out now

Burning Rubber, eh? Phwoar, sounds a bit like – no, sorry. I never could quite carry off that schoolboy innuendo stuff properly, even when I was a schoolboy. 'Bum', 'pants', 'poo', 'wee', even 'willy', they never raised much of a chuckle for me. Maybe I've just got no sense of humour. Yeah, that's probably it. It'd certainly explain a few things about *International Rugby Challenge*, at least. But anyway.

Burning Rubber, née *Hot Hatches*, is Ocean's moderately long-awaited rallying sim. You drive one of a wide range of family hatchback-type cars (hence the original, even double entendrier, title) like the Fiesta (yes, yes), Renault 5, Golf and Astra through all your favourite European countries, then hop across the 'pond' to drive some fine American 'automobiles' through the USA in similar fashion. It's not your everyday kind of foot-down racer, though – before each stage, you're presented with a map of the country you're about to traverse (well, not all of it, obviously – just the particular microcosm of nationality that the race's unseen organisers have chosen to represent it), on which you can select your own route from a wide range of criss-crossing highways.

As you then drive the track, big red arrows pop up to show you which way you ought to be going at the numerous junctions and crossroads that crop up as you go along. If you go a different way to the one you chose on the map screen, or miss one of your turnings (easily done, for reasons I'll go into in a minute), you can still complete the course perfectly well, but you'll have to work out the turns for yourself until you get back on the right route. This is actually really good fun – there's a real glow of pride to be gained from accidentally shooting past a junction, then navigating yourself round an unmarked road network and eventually getting yourself back on course and still managing to beat your opponents to the finishing line.

One of the best things about *Burning Rubber* is that the rules apply to the computer opponents in the race too – they all choose their own

Top: A shot from the fab Utah Saints intro. A fiver to the first person who tells us what it's got to do with the game.

BURNING RUBBER

Eeww, what's that eyewatering smell? It's Ocean's new driving game! (Er...)

Who need Lotuses and Porsches, when you can drive a car as glamorous as an Astra GTi?

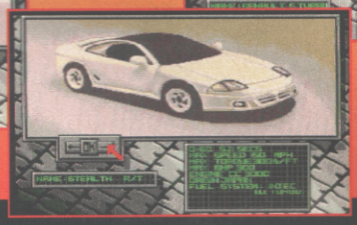
I've never understood why Ford named a car after a popular kitchen towel.

These cars all look the same to me, to be honest. I was never an auto buff. But this one's green.

And this one's quite cute in a small and black way, I suppose.

Or why Volkswagen chose the name of a crap sport for a classic small family runabout.

Nissan, however, don't appear to have called this one anything at all. Hmm.



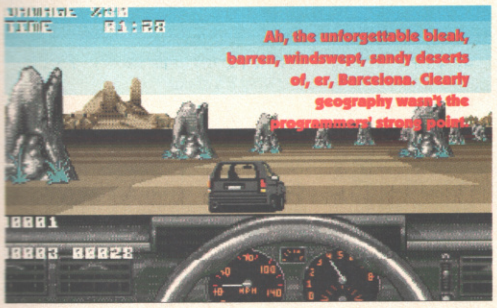
This is the only Stealth vehicle we've got in this issue, hilariously.

HERE IN MY CAR, I CAN CLOSE ALL MY DOORS – ALL FIVE OF THEM

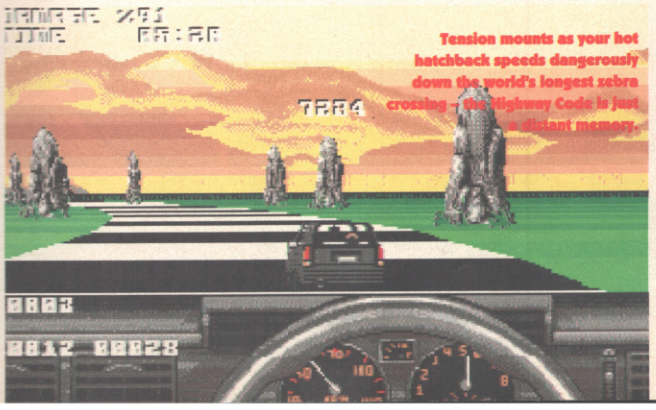
routes, and you'll regularly see them splitting up at junctions, or coming down the road at you when you've chosen diametrically opposite paths to the finish. Also, because this is supposed to be a proper illegal road race, the computer drivers all stick to the left-hand side of the road (or the right when you move to Europe – another nice touch), moving across the white line only to overtake. This gives you a big advantage in that you can just drive up the wrong side all the time and overtake really easily, but you do risk smashing head-on into oncoming traffic, which brings me to my first big complaint – when you do this, you sustain a heavy amount of damage, but otherwise nothing very much happens, which is silly. Coming to a complete stop seems to me to be the very least you could hope for in this situation, and being able to continue on your merry way seemingly unscathed is daft.

"You'll regularly see them splitting up at junctions"

And since I've started, I might as well get all the other gripes out of the way. It's really annoying to get thrown in jail by the police and lose a credit for going past a panda car at 71mph – there ought to be some kind of scale here, whereby if you stop and say "It's a fair cop, guv" when the sirens go, you just get fined some of your cash, but running away at high speed and ramming the police car when it pulls over in front of you gets you banged in the slammer with Mr Big. It's extra-aggravating when someone else shoots past you doing 30mph more than you during the chase, but it's still you who gets nicked. If you ask me, *Crazy Cars 3* handled things a great deal better in this department.



The amount of slowing-down you have to do for junctions is a bit ridiculous too (anything over 10mph and you'll either overshoot and miss completely, or smash your car to bits on the side of the road as you go round), as is the tiny amount of visual warning you get of one coming up (especially in the night-time tracks, where you don't see them until you're right on top of them). There is a changing-scenery motif that lets you know when one's imminent, but it's not really enough to give you a fair chance, and it takes the game's realism (and this IS a very realistic driving game, in as much as you could reasonably expect) just one stage too far. And finally, just what's going on with the perspective? Going by the screen, you appear to be both inside your car looking at the dashboard and slightly behind it looking at the back wheels, which becomes all the more baffling when you notice that the car you're looking at doesn't appear to have a driver at all. Similarly, most of the other cars in the race appear to be twice the size of yours when you get up close.



Graphics in general are *Burning Rubber's* weakest feature – it's very jerky going round bends, which plays havoc with your eyes after a while, and the rainy and night-time courses just look like someone's dripping blue paint down the screen and blowing a load of soot onto it respectively. But the thing is, for all its faults, I really enjoyed it. In forcing you to drive realistically sometimes (when there's a radar trap coming up, or when you really have to avoid damage to get to the end intact, say), it's got a feel unlike any other computer racing game I've played, and that's something of a breath of fresh air as far as I'm concerned. I wish I had more space, because there's lots more I'd like to say, but I'm going to have to tell you that you could do a lot worse than this and leave it at that. Give this one a chance.

● *STUART CAMPBELL*

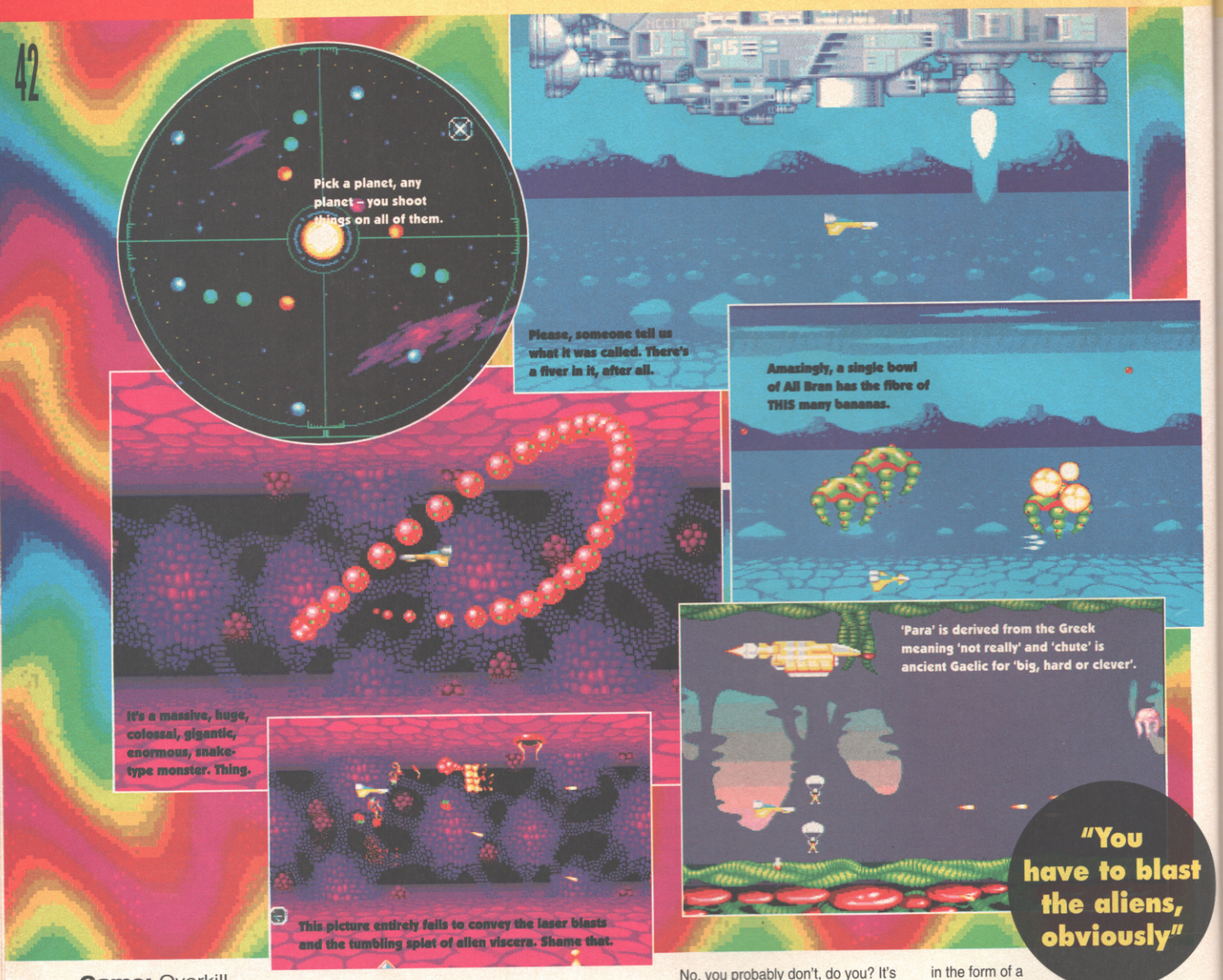
UPPERS It successfully captures the lonely rally-driving atmosphere, without ever just feeling empty like *Jaguar XJ220* or *F17 Challenge*. Meeting an opposing driver coming in the other direction along the road because he's taken a different route to you is really quite exciting. No, it is. The fab and kicking intro by the Utah Saints, no less, is a bit corking too.

DOWNERS The scrolling's pretty jerky (pretty ropey graphics generally, in fact), and going round corners and junctions is a complete pain in the butt. The police are completely annoying, too – the system in *Crazy Cars 3* was far better than this one-mistake-and-you're-completely-knackered kind of affair. Oh, and up for accelerate – aarrgghh! (But at least you don't slow down when you let go.)

THE BOTTOM LINE
As long as you don't expect it to be a *Lotus*-type all-out arcade racer, *Burning Rubber* isn't half bad. It's technically naff in most ways, but I've got a soft spot for it I can't quite shake off. It's a different kind of driving game, and that's no bad thing.

79 PERCENT

THE BOTTOM LINE
A1200 Nothing different as far as my perceptive skills could tell. Not even the scrolling, for a change.



Game: Overkill
Publisher: Digisoft
Authors: Vision Software
Price: £25.99
Release: Out now (import)

Ooh, I'm so frustrated. I've been going out of my head for the last three days trying to remember the name of the coin-op that this game reminds me of, and I just can't get it. It was out about a year or so ago (possibly more like two), it was by Midway (I think), and it was a ridiculously frenetic updating of *Defender*, in much the same way that *Smash TV* gave the '90s reworking treatment to *Robotron*. *Overkill* has clearly been heavily inspired by it, but I can't remember enough about the coin-op to say for sure whether *Overkill's* a straight clone of it or just a bit similar, and it's driving me mental. It's like when you have a really weird dream, and then you wake up and get distracted for the briefest moment, and then you can't for the life of you recall what you'd been dreaming about just 20 seconds earlier, y'know?

No, you probably don't, do you? It's probably just me. But whether you identify with that particular situation or not, there's no escaping one thing, and that's that *Overkill* is a new game from Vision Software, the people who brought you the storming *Defender* (on our issue 26 coverdisk) and *Skidmarks* (on this very issue's coverdisk). Unlike those two, though, *Overkill* isn't written with *Blitz Basic 2*, but is in fact 100% AGA machine-code, and for the A1200 only to boot. And since we've already established that I can't provide you with a precise reference point in the form of a coin-op comparison, I'd better tell you what it's about.

IT'S DEFENDER, ISN'T IT?

Well, it's *Defender*, basically. Yeah, sure, there are a few tweaks and extras, but the gameplay is all but identical. Some nasty aliens are trying to steal crystals which litter the ground of various planets, in order to transform themselves into harder aliens. You have to blast the aliens,

Overkill (noun): something, eg power for destruction, in excess of what is

OVERKI

obviously, but you also have to help a little army of humanoids who walk around on the ground trying to blow up the crystals before the aliens can get their slimy tentacles on them. When one manages to get a crystal, you have to pick him up off the ground to re-arm him with another anti-crystal mine, then drop him back off on the planet for another go. In a further dramatic plot twist, though – oh. There don't appear to be any more dramatic plot twists. That's it. Blow baddies away, pick up and drop off little humanoid geezers, and nothing else. Fair enough.

"The parallax scrolling is lovely"

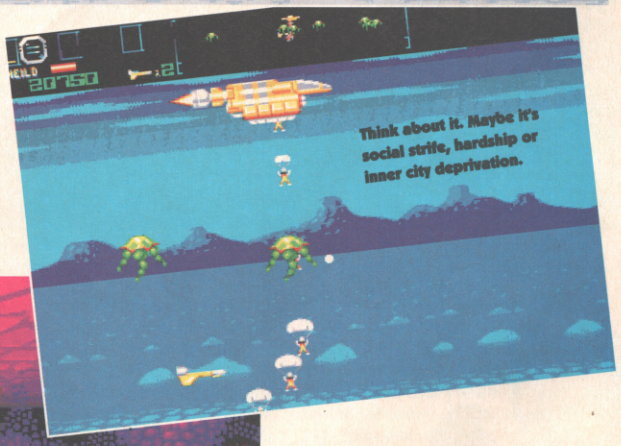
Overkill might be simple, but it's far from easy. After the first couple of levels (there are 17 planets to clear, and it's fearsomely hard by about number seven) the near-harmless (ish) airborne aliens you start off against are joined by enormous pseudo-boss characters, fast-moving and difficult-to-hit wormlike things, and utterly horrible ground tanks which fire totally evil missiles at you. To be honest, it makes very little difference whether you let the aliens grab the crystals or not – unlike *Defender,* there's no cataclysmic planet-exploding disaster unleashed on you if you allow all of them to be nicked, and the mutant aliens created by one escaping with a crystal aren't really significantly meaner than the ordinary ones – but the major points rewards you get for destroying them and collecting the humanoids are your only real chance of getting anywhere, since you get an extra life and shield-life extension every 25,000 points, so you're constantly being tempted to fly into horrifically dangerous places in order to grab your little troopers.

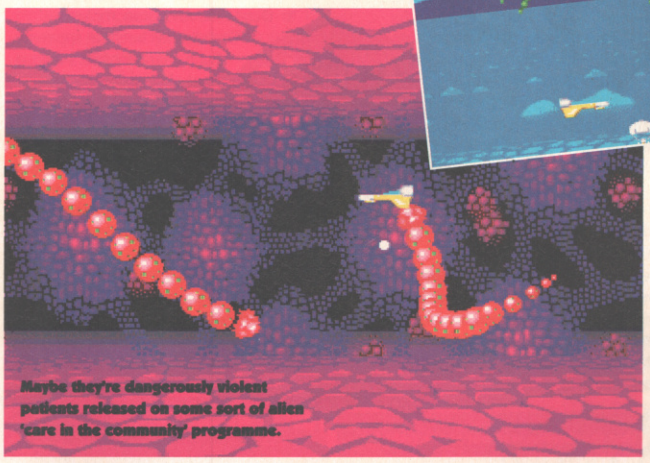
Overkill's loaded with power-ups, but they've all got a limited life and things never get unbalanced (well, not in your favour, at least), so the game's a constantly challenging battle against what rapidly become completely overwhelming odds. You do, though, in the tradition of all great games, find yourself getting further into it the more you play it, so it's never either frustratingly hard or tediously easy (or even a little bit easy). The difficulty curve, in fact, is probably *Overkill's* greatest strength, which with only 17 planets to conquer is probably just as well.

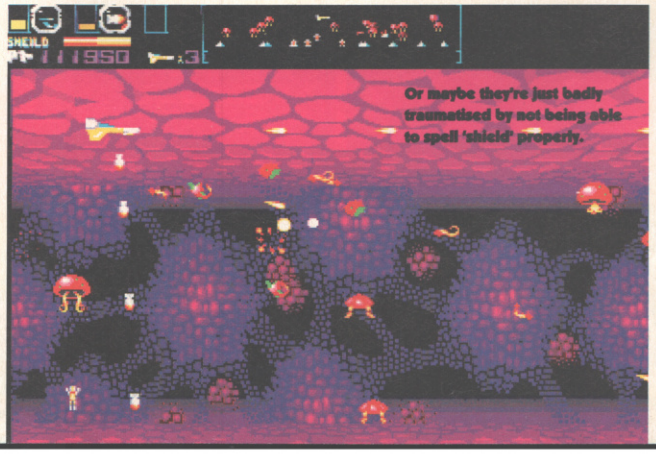
Aesthetically, you might not be especially impressed with the screenshots on these pages, but that's only because you can't see them moving. The parallax scrolling is lovely, movement is super-smooth, aliens explode in an extremely gratifying over-ripe watermelon kind of a way, and even when there's a completely silly number of sprites all hurtling around, there's never the slightest hint of slowdown or breakup. Then again, it IS running on an A1200, so what else would you expect? Sound isn't great (perfectly decent blasting and exploding sounds but not enough of them, and pretty ropey speech synthesis) but it's good enough, and the important things like control response and graphical clarity are just peachy.

The only thing which really disturbs me about *Overkill* is the price. It's all very well saying a great game is a great game whatever it costs (which is true, after all), but this really isn't very far advanced from something like *Anarchy* (which you can get on Psygnosis' budget label Sizzlers for less then a tenner), or even from *Defender* itself, which, of course, is free. Whether you think extra 16 (or 26) quid is too much to pay for some flashy graphics and nice parallax scrolling or not is entirely up to you, though, and I can't see anyone who buys this feeling too ripped off at the end of the day. Just don't expect anything more than a great old-fashioned arcade blast, and you certainly won't be disappointed.

● *STUART CAMPBELL*







UPPERS Great difficulty curve, frantic action, incredibly busy but always clear graphics, and generally top shoot-'em-up thrills aplenty.

DOWNERS The sound seems like a bit of an afterthought, (although what there is is perfectly fine), and gameplay depth is conspicuous by its absence.

THE BOTTOM LINE

A1200 Although it may well be a bit thin for a full-price release in this day and age, *Overkill* is still a damn groovy blast in classic *Defender* style, and you'll never find me complaining about one of those.

84 PERCENT

THE BOTTOM LINE

We don't know if there's going to be an A500/600 version. Although with graphics like these, we suspect not.

necessary. Yup.

44

HIRED GUNS

The long-awaited four-way RPG, where you take charge of the hiring – and firing.

Game: Hired Guns
Publisher: DMA Design
Author: Scott Johnston
Price: £29.99
Release: September

Think about your all-time favourite movies. "What was it that made them so good?" I find myself asking in a rhetorically erudite type of fashion. Could it have been the identification factor – you related to the characters, their environment or their situation? Perhaps it was a particularly ingenious plot? It may even have been a pyrotechnical synaptic overdrive of intensely-furious, visually-extravagant special effects that stroked your trodes. *(What? – Ed)* All of these things are certainly contributory factors, but not enough. No, the answer I was looking for was 'atmosphere'.

Without atmosphere, how can you possibly hope to relate to a confusion of images flashing past your eyes at 25 frames a second?

Atmosphere is conducive to that synaesthetic fusion of sensation, rationality and disbelief resulting in total immersion of self. *(Don't worry, we don't understand any of this either. But it sounds good. – Ed)* Your favourite movies are probably the ones with atmospheres that made you feel you were there, as participant or observer.

One case in point is Alien or Blade Runner. *(That's two cases in point. – Ed)* In both cases it's pathos-inducing atmosphere that makes them so wonderful. Both have a restricted-luminance palette *(They're not very bright. – Ed)*, and both are very claustrophobic, too. Alien in particular has you sitting on the edge of your seat, dripping cold sweat and totally unsure of when the next big fright is coming. So it is with *Hired Guns*.

The plot (yes, it is worth mentioning) bears more than a passing resemblance to Aliens. This time, though, the habitable planet is deliberately producing dangerous bio-engineered organisms. Your job, as part of a mercenary crew of four, is to reconnoitre *(Look at. – Ed)* various locations and render them safe. Four of these locations are particularly important in that they contain fusion power core rings which enable you to blow up the aliens' distribution point.

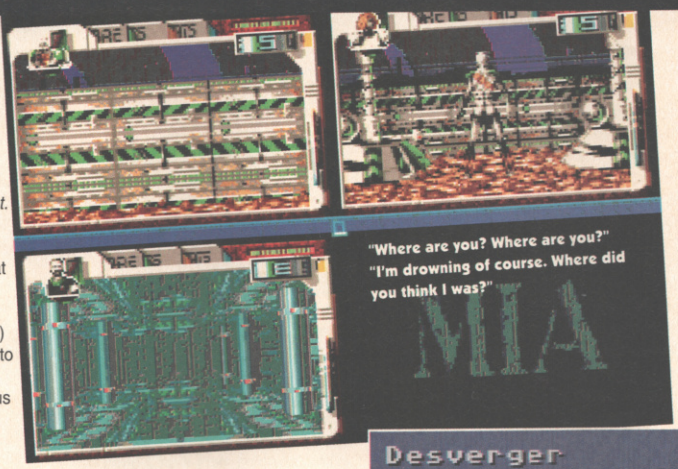
From the very beginning you know you're in for a rare treat. The opening music spins a web of tense anticipation. Already you feel as if you're trapped like a fly in the ointment.

"From the beginning you know you're in for a treat"

The character selection procedure is a very slick scrolly menu with monochromatic *(Black and white. – Ed)* pictures and minimal info. It's up to you who you select, but different parties will be more successful than others in different situations. I chose the two battle cyborgs because (a) they look good, (b) they don't drown, (c) they can carry more equipment and d) they've got the best arsenal of destruction kits.

Once you've actually made your selection, the influence of RPG games like Dungeons And Dragons and Traveller will become apparent. Each character has a unique set of statistics which dictate how much damage they can absorb, how much they can carry and that sort of thing. In fact, if *Hired Guns* had been around when I played D&D, the lead figures, rulers, dice, rule books and scraps of paper would never have seen the light of day. (The same can be said for the group I was with, but that's another story.)

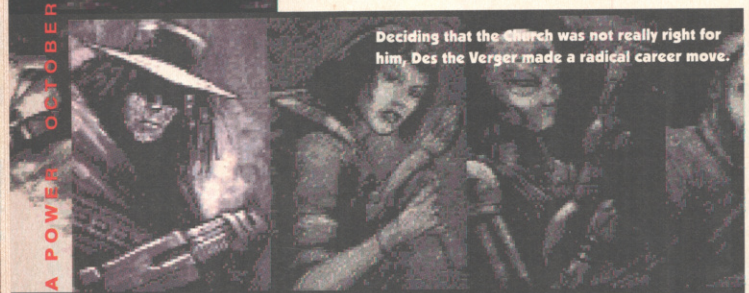
Movement is pretty much in the *Dungeon Master* mould – ie you move six



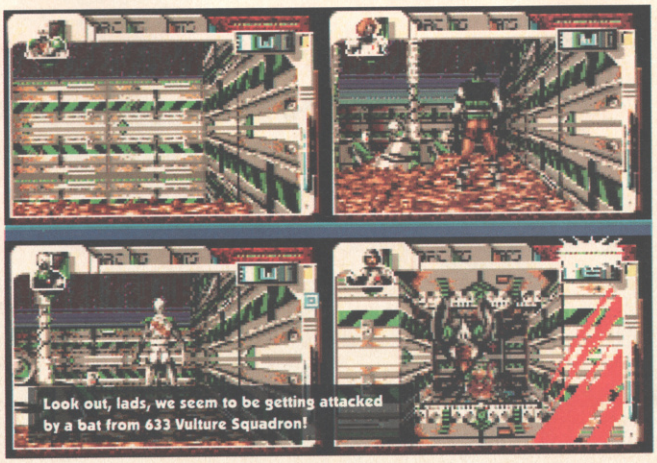
"Where are you? Where are you?"
"I'm drowning of course. Where did you think I was?"

MIA

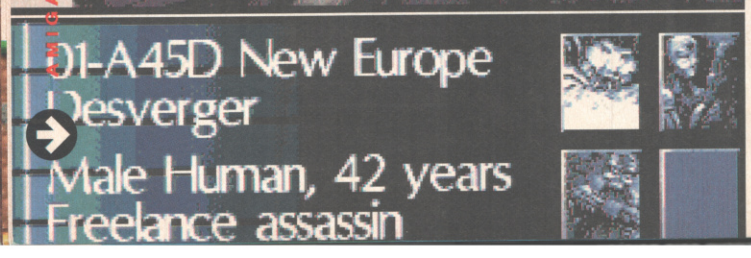
Customise your own characters with the aid of an art package. Top marks for thoughtfulness, Psygnosis.



Deciding that the Church was not really right for him, Des the Verger made a radical career move.



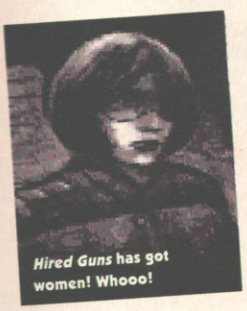
Look out, lads, we seem to be getting attacked by a bat from 633 Vulture Squadron!



If you're playing by yourself, you can nominate one of your team as leader. Or up to four can play at once.

Equipment, statistics and mapping are all taken care of in a compact bijou kind of a way. Find a window of opportunity for it.

Packed lunches, extra bread, sentry gun and a couple of slugs. Now it's off to Brighton for a fight.



Guns, guns, guns and more guns. There's enough hardware in this game to keep Mark Winstanley happy for at least five minutes on a Bank Holiday weekend in Brighton.

feet at a time with every click of the mouse or push of the joystick. The control interface is useful and doesn't get in the way of the action, which there's plenty of. Of particular note is the game's facility to let up to four players play all at the same time, each controlling their own character. You could even try to kill each other if you wanted to. There's even an option to play with Sega joypads if you have access to them – you've got to modify them with a soldering iron (!) so that the Amiga will read all three fire buttons, but believe me, having three fire buttons can make a big difference to the speed of the mundane things like picking up equipment you've found on the way.

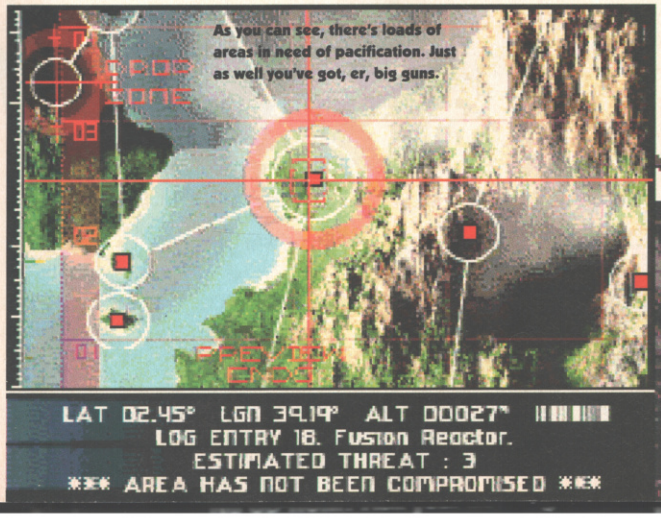
But back to that all-important atmosphere. Just as in Aliens we've got a restricted palette resulting in a broody, foreboding *(Scary. – Ed)* sense of imminent danger. The various buildings and corridors feel genuinely claustrophobic. In true Psygnosis style, the surroundings are visually beautiful in an unsettling, macabre H R Giger-type way.

The beauty of the environment, of course, would not be enough on its own were it not complemented by a plethora of very high quality sampled sounds. I defy anyone not to be impressed by the sound of the shotgun and its consequent reloading click when you hit the right mouse button, or the constant thrum of electrical power as you walk through troubled corridors.

GOING OFF HALF-COCKED

Being new to the office, I've been getting lots of advice on how to make my reviews sound different from all the others. So, occasionally, one of my traits is going to be a discussion of a game's Gestalt factor. *(Uh-oh. – Ed)*

According to this very important branch of psychology, our brains form mental pictures, opinions etc from the sum of the parts that make up a whole. Theoretically, the whole should be greater than the sum of the parts. So what's this got to do with *Hired Guns?* Loads actually.



Jack yourself into the game with a pair of headphones (I had to, Stuart was playing his 'special' music extra loudly). Turn down all the lights until you're sitting in absolute darkness. Start exploring and terminating aliens with extreme prejudice. Before you know it, you're no longer sitting in front of an Amiga, you're right there in dangerousville with your chosen party.

Happily for old man Gestalt, Psygnosis have indeed created a whole greater than the sum of the parts with *Hired Guns;* consensual *('Reacting according to stimulation of another part', according to the dictionary. – Ed)* graphics, top-notch sound-effects, intuitive control system and well-thought-out party parts.

On the subject of parts, I'll leave you with a quick summary of particularly impressive details that help create the aforementioned synergetic experience.

All of your mapping is carried out by a DTS (Digital Terrain Scanner). Don't lose it. Psionics freaks are well catered for with a veritable cornucopia *(A lot. – Ed)* of psionic devices. There's enhanced sound on two meg Chip RAM machines (410K's worth, apparently). Plus super trooper weapons systems: grenade launchers, proximity mines, sentry guns that shoot anything within ten feet, shotguns, fluorine blasters *(They immobilise aliens by making all their teeth fall out, I think. – Ed)* and so on. And finally finally, there's enough weapons systems here to bring peace through superior firepower to any spatial outback. Whoopee for that, eh?

● *STEVE McGILL*

UPPERS Atmosphere, atmosphere and more atmosphere. Excellent weapons systems. Brilliant psionic devices. Ability to customise your own character's 'look'.

DOWNERS Can't think of any apart from maybe the tediousness of swapping equipment between characters.

THE BOTTOM LINE

Hired Guns is an interactive consensual *(Look, stop that or there'll be trouble. – Ed)* experience of co-operation and extreme violence. Miss it at your peril.

88 PERCENT

THE BOTTOM LINE

A1200

More atmospheric sound thanks to the two meg of Chip RAM.

GEAR

It's a new cog in the puzzle-game machine.

Game: Gear Works
Publisher: Hollyware Entertainment
Authors: Stefano Lecchi
Price: £19.99
Release: Late September

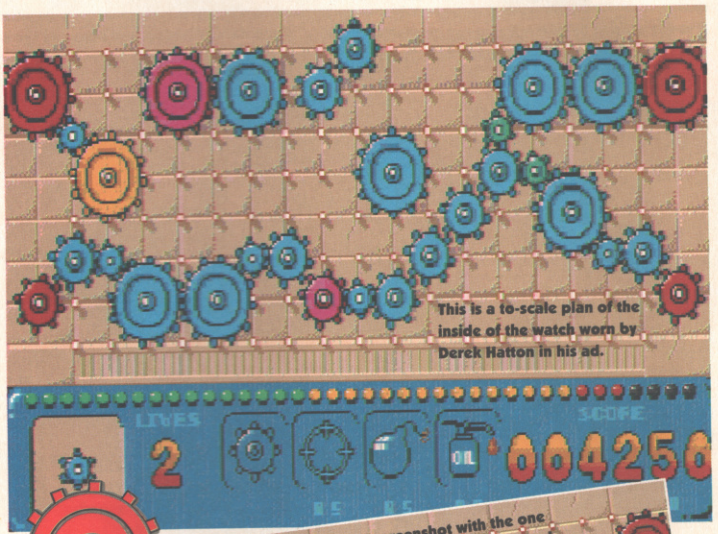
One of the fortunate aspects about working on a magazine like AMIGA POWER is that you get the chance to see lots and lots of games. Not just Amiga games, but Sega, Nintendo and PC games as well. In general, the majority of games all share one thing in common – they don't cut the mustard. For each genre, there is an iconic star floating like the sun in a miasma of dark unfriendly shadows, eg *Formula One Grand Prix* in the racing car simulation stakes or *Desert Strike* in the shoot-'em-up department.

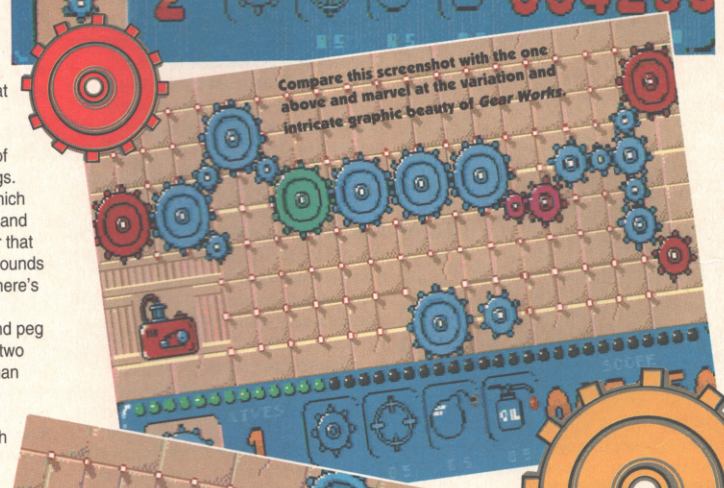
Occasionally, a real novelty brain-jack of a game turns up which defines its own genre. In this case, *Tetris* immediately springs to mind. Despite numerous attempts, *Tetris* has still never been bettered. Ingenuity inspires imitation. Not necessarily plain old copies, but real live games in their own right. One of the better *Tetris* derivatives was *Klax*. Fast, furious and better looking, it never quite caught on with the net of *Tetris* devotees, despite several conversions.

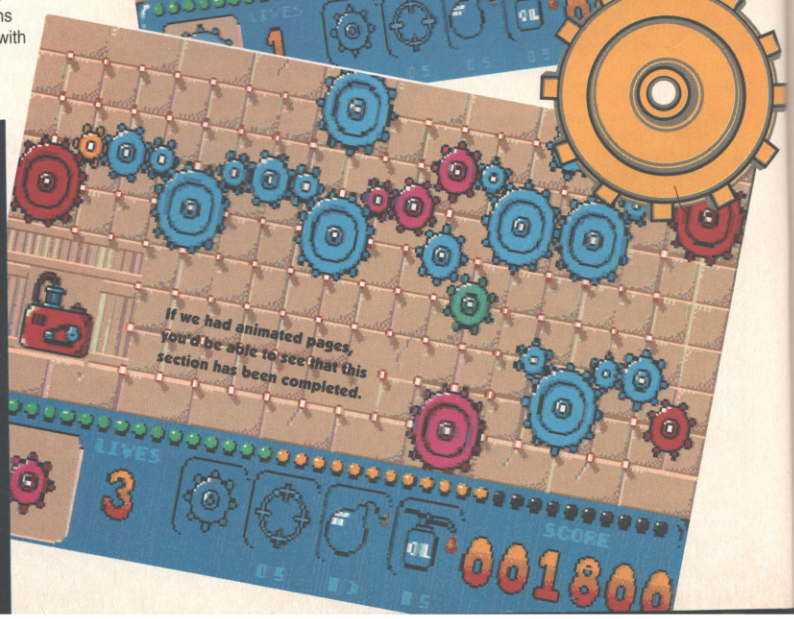
So what's all this got to do with *Gear Works*, Hollyware Entertainments' offering from John-Major-land in Huntingdon? Not a great deal in a direct manner. It's an innovative puzzle game based on varying sizes of gears which link up to each other in various different fashions. In this instance, there are three separate sizes of gear. "Strike me down in a vat of sour milk if that isn't a large number," I say, in a totally incredulous kind of manner.

The aim of the game is to set up a chain of synchronised free-moving gears to link up all of the red cogs positioned on the screen at the beginning of each section. All this gear-turning needs an engine to drive it. Gears cause friction and inevitably the engine heats up. If the engine gets too hot, you lose a life and have to start again. Okay, the engine is just a cheap-shot attempt at pretending that you aren't under a time limit. But you are, and it is. A timer, that is. Each screen consists of varying numbers and patterns of pegs. You hang your gears on the pegs which diminish in number as you progress and consequently forces the type of gear that can be placed in certain positions. Sounds joystick-tremblingly good eh? Well there's more than that to get to grips with.

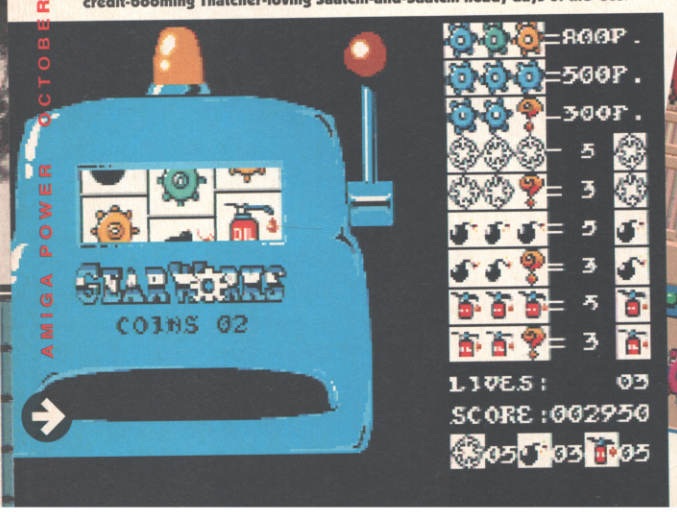
As if the engine overheating and peg limitation weren't enough, there are two cutesy little monsters who do less than their slacking best to hamper your progress. They're known as poffins (probably due to legal difficulties with





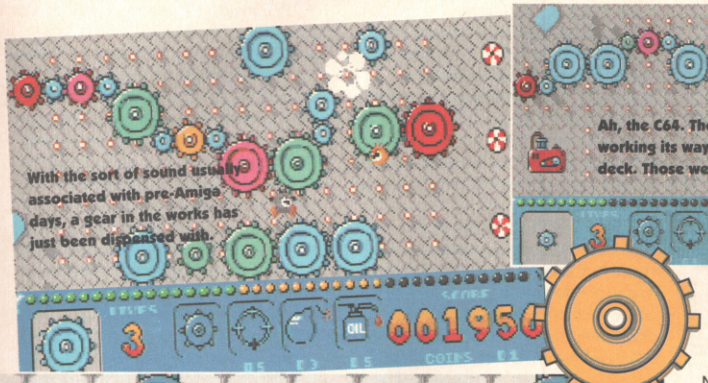


With an asthmatic rasp, the Amiga gets fired right back into the rip-roaring credit-booming Thatcher-loving Saatchi-and-Saatchi heady days of the '80s.



WORKS

But does it offer enough to really get your teeth into?



the large and well-respected book publisher of a similar name), and one takes it upon himself to knock pegs off of the screen. Some pegs are crucial to the successful completion of a section. If he knocks them out, you'll probably end up casting doubts on the legality of his parentage. The other poffin, meanwhile, tries to rust up the smooth running of your gears. If he succeeds, you'll lose some time (sorry, your engine heats up some more). The poffins can be dispatched by two means: shooting or placing a gear on them. You're normally better off just placing a gear on them though – shooting them is just too involved and loses too much time.

So far, so indifferent. Is *Gear Works* up to scratch in today's fast-living overly-stimulated, market-driven society? Well, put simply, it could have been. Look at the clue in this paragraph, round about where the word 'market' is mentioned. In today's world, we are not numbers, we are commodities. Albeit living breathing money-spending commodities. But we aren't totally stupid. If you want to sell something to us that isn't a body-functioning essential, you've got to know who your target audience is. To find this info out, you've got to engage in a practice known as market research. *(Hello. We apologise for this interruption to your review. Normal service will be resumed as soon as we get Steve to tell us what the sodding heck he's wittering on about. – Ed)* I'll give you an example of how the research part operates. The look of *Gear Works* reminded me of an early 1980s Commodore 64 game. This induced confusion in me. Could I be living in the wrong decade? To double-check on the date I asked Stuart, Mark, Linda and Dave. They all said it was 1993 (except Linda, who hilariously thought it was 1994).

"The poffins can be dispatched by two means"

Not content with their answers, though I suspected they were correct, I further checked with the office calendar. The calendar certainly backed up their claims. I still wasn't content. I phoned BT's speaking clock, which confirmed my earlier suspicions – ie it is indeed 1993. Not to mention 12.56 precisely.

Gear Works, though, looks like, sounds like and plays like an old-fashioned C64 game. Even the name *'Gear Works'* is lacking in lustre. It sounds like a fashion statement trapped in a bizarre 1960s and/or 1970s time warp.

The basic idea is sound. The implementation is awful. In *Tetris,* simple as it is, there are seven different shapes which can be put together in an unlimited number of permutations. In *Gear Works,* there are three shape sizes which are further limited placement-wise by the positioning of the pegs. Once your brain adjusts to the peg patterning, you can work out well in advance what cogs should be positioned where. I couldn't be bothered to work out the possible mathematical combinations but *Gear Works* suffers from an acute inversely proportional index of possibilities. Which is all rather sad really. *Gear Works* has great potential. The planning and implementation lets it down badly.

With all that said and done, I've got to confess that I actually enjoyed playing *Gear Works* in a village idiot kind of a way. It's got the same kind of hook as a garden maze or a Sun crossword. It's not that you're going to get lost, be particularly challenged or not manage to finish the thing. You'll do that okay. It's more a case of 'How long is it going to take this time?' In fact, only if you're weapons-grade stupid or extremely young is *Gear Works* going to tax the grey matter lying between your ears.

Nope, despite admiring the attempt, I have to say that *Gear Works* has all the feel of a back-to-the-'80s marketing ploy – ignore what's happening in the real games-playing world, don't pay attention to details like entertainment and variety and charge way over the score for what you're offering. I mean, £20 for a game that offers a fruit machine bonus round! Fruit machine sims of infinitely more sophistication were released on red, orange and yellow Mastertronic labels for £1.99 in 1987, and now lurk all over the PD libraries. Sorry Hollyware. Nice idea, shame about the game.

● *STEVE McGILL*

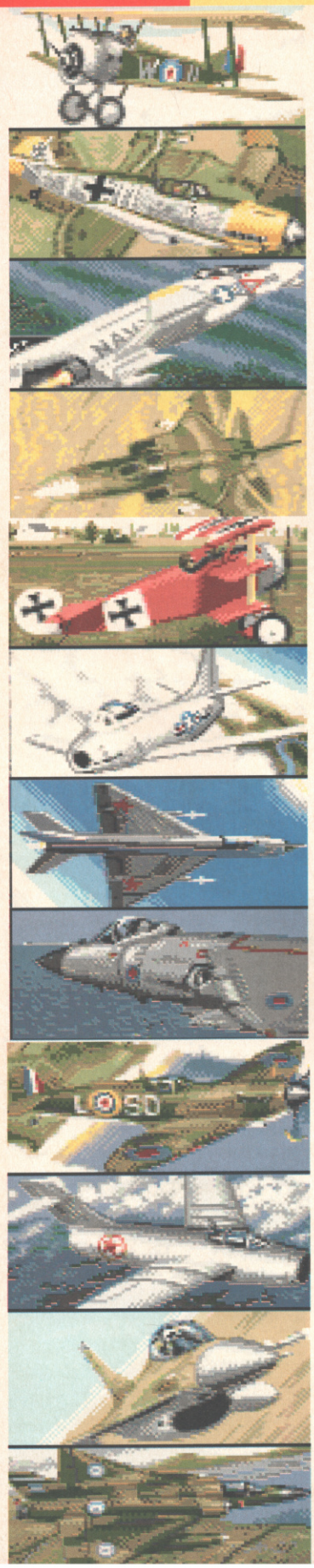
UPPERS Lots of potential, fresh idea in an ideologically bereft market. Manages to keep you mildly addicted despite the overall lack of challenge. Would be good for young children if released on budget.

DOWNERS The limited number of gear sizes severely impedes the challenge that the game may otherwise have offered. Shame.

THE BOTTOM LINE
Vastly overpriced for what's on offer. If released on budget around the £6.99 mark it might have picked up another 10%, but it wasn't, so it doesn't.

60 PERCENT

THE BOTTOM LINE
A1200 No difference in game play, number of colours, running speed or anything worth mentioning. In fact, *Gear Works* is a bit of an insult to this machine.



DOGFIGHT

Tally-ho! Time bandits at 3 o'clock! 3 o'clock, 28th July, 1914, that is. Or any time up to the present day.

Game: Dogfight
Publisher: MicroProse
Authors: In house
Price: £34.99
Release: Late September

Time travel's a funny old thing, isn't it? Before the 332 bus to Bristol so cruelly crushed the life out of Tim Tucker, I found out that we both shared a childhood experience. Being a musical type, the young Tucker used to daydream of going back in time to the early '60s and claiming credit for all pop innovations. He figured that since he knew all the lyrics to the Beatles songs and when they were released, he could set himself up as Timmy T and the Bootles and beat them to stardom by a few months. Then he could break the band up and form the Rolling Pebbles, then become Zoggy Stardust and so on, marching down the years as pop's greatest supremo.

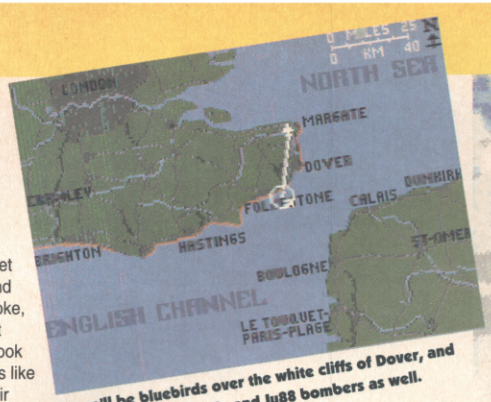
I also had a similar dream as a child, but it wasn't quite as idealised as Tim's. I used to dream of going through time with a case of Kalashnikov rifles and boxes of ammo doling them out to various civilisations to see how history would be altered. Cortez would have had a much harder time slaughtering the Incas if they'd been lurking round the jungle with AK47s, and I'd imagine that John Wayne movies would have been vastly different if the Apache had laid down interlocking fields of suppressing fire instead of riding around on their horses and whooping a lot.

Well anyway, whereas Tim's dreams of rock and pop domination now exist only in his zombie mind, it transpires that my adolescent schoolboy dream is one that's shared by other people, as there was a crap film called The Final Countdown, the main plot of which involved a modern aircraft carrier getting zapped back to 1941 to intercept the Japanese attack on Pearl Harbour. Unfortunately, the scriptwriters wimped out of a fantastic dogfight finale by having all the planes called back to the carrier at the last minute, so we never got to see how a load of F15s would have fared against waves of slow, poorly armed Zeros.

This sort of trans-temporal conflict is exactly what *Dogfight's* all about, as it covers 80 years of aerial warfare from WW1 to modern day Syria, and allows you to pick and mix planes of any era to see just how mismatched they are. *Dogfight's* really a collection of three quite separate games, so I'll cover them one at a time.

Firstly there's the duel mode, where you pick one of two planes from the same era and go all out against the computer in mano-a-mano machismo until there's only one plane left. Each pair are evenly matched, with similar performance, so it's up to your skills as a pilot as to who wins. The thing is, the computer opponent isn't one of these drones that just follows you around loosing off occasional heat-seekers, nor does it cheat by changing its position when it's out of your view.

The intelligence that the computer planes



There'll be bluebirds over the white cliffs of Dover, and probably a few Me109s and Ju88 bombers as well.

show is frightening, and it's great to set the screen on a reverse tactical view, hurl your plane about and just watch your enemy respond to your random movements. Both planes get damaged in increments, and once they start to pour smoke, they're much easier to spot from a distance, and also look brilliant as the smoke works like the trails left by planes at air shows. It's a shame that all the planes don't trail smoke all the time under the guise of vapour trails or something, as they look just great.

The second part of the game is the missions section, and this is the bit that's standard flight sim stuff. Although there are only six missions (one for each time period) you effectively get twelve, as you can play either side. You choose to either attack or defend several locations, and although you only control one plane, you have to place up to thirty additional planes on various patrol routes. On the WW2 mission, for instance, you take off in a Spitfire from an airfield in the south of England, and have to intercept some Ju88's before they bomb various radar stations and airfields.

While your other units go off and fight their own little battles, you're free to lock onto incoming units and shoot them up, so you either circle round an airfield, or head off over the channel to pounce on them in formation. Although this section suffers from the usual flight sim problem of very little happening for ages, most of these lags can be cut out by accelerating time, and there aren't any tiresome waypoints or navigation to faff around with, as you can simply choose a target and then select an automatic intercept mode.

Finally, there's the What If? section, which is undeniably the best bit of the game. You choose any of the twelve planes from the game (two from each time period) and then can pick up to five enemies to dogfight against, so if you're a bit crap like me, you can go for five WW1 triplanes against my Spitfire, or if you're feeling hard, you can pit a 1950s Sabre against a couple of Harriers and a few Phantoms. The idea's that you can see how much better missiles are than cannons, how much better angled thrust is than propeller power and so on, but after a few goes several points become apparent.

For a start, vintage planes have many advantages over jets because of their tight turning circles, and many of them can't be locked onto by heat seeking missiles, and jets fly so fast that you tend to overshoot the older planes at colossal speeds. After a bit, I found the older planes to be the best fun, since you've only got cannons rather than all those flashy missiles, flares, and things. Maybe this is just me though, since my fave sim is *Knights Of The Sky*, so perhaps other people will go for the fast-moving, high-tech stuff, and the great thing about this is that the option's there for trying both. I'm still not convinced that a Spitfire would be quite as good against a Mirage, or a Fokker Triplane as fearsome against a MiG 21F, as the game suggests, so maybe a bit more difference in handling and performance would have been a Good Thing.

To sum up, *Dogfight's* main appeal is the What If? section, and the other bits are there to increase the game life, which is no bad thing. The glare effect from the sun, the smoke trails from damaged planes and missiles are brilliant touches, and the modelling of the planes is wonderful. It does suffer from typical flight sim problems, such as distinguishing distant planes from your own cannon fire (as they're all represented by dots) and the AI of the enemy is so good that I found it virtually impossible to get an enemy on the screen for more than a few seconds when it would have been nice to creep up on a bomber and blast it from close range. It's a game, not a flight sim, but so what? It's good fun, but why isn't there a two-player link-up option, when the game's just gagging for it? You slipped up there, guys.

● *MARK WINSTANLEY*

UPPERS Brilliantly modelled planes and all the fun of flight sims without all that dull navigation stuff. The What If? section's the real meat of the game, allowing frantic dogfight action, and I just lurrrve those smoke trails from damaged planes. They're fab.

DOWNERS The planes change from dots to close-up too quickly for you to appreciate the graphics properly, and there isn't enough difference in handling between the WW1 and modern planes.

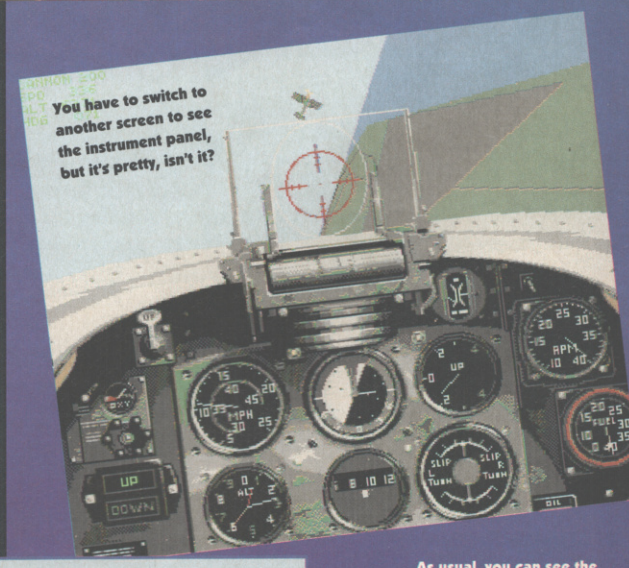
THE BOTTOM LINE
It's good to see that MicroProse are building games onto their flight sim experience instead of just producing a stream of detailed simulations. *Dogfight's* an aeroplane shoot-'em-up, and while you can pick it up and start blasting away, there's enough sim in it to allow you to perfect your flying style and combat techniques.

80 PERCENT

THE BOTTOM LINE
A1200 It runs just that little bit faster, but only because we told the programmers that we needed some differences to fill out this box.

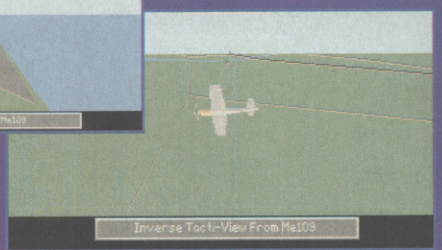
"I found that the older planes are the best fun"

THE BETTER YOU LOOK, THE MORE YOU SEE



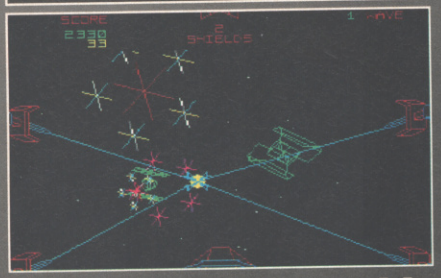
You have to switch to another screen to see the instrument panel, but it's pretty, isn't it?

As usual, you can see the action from loads of views...



...as we wonderfully demonstrate here. Good huh?

STAR WARS



Step 1 to a VR World: STAR WARS

(Atari, 1982)

Whatever the field, the Star Wars movie and its spin-offs did it first. And VR is no exception, thanks to the legendary *Star Wars* coin-op. Let's run through a check list. Polygons? Yup. Not filled ones, perhaps, but the best technology could offer at the time. Sampled sound? "Red Five! I'm going in!" etc. Sit-in cabinet? There's none comfier. Simple, repetitive gameplay? *(Er, do Step 2. – Ed)*

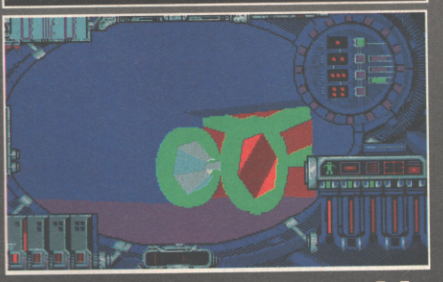
INDIANAPOLIS 500

Step 2 to a VR World: INDIANAPOLIS 500

(Electronic Arts, 1990)

Race round and round and round (and round) the world's dullest racing circuit at tremendous speed, trying to avoid crashing (hem hem) with the graphic destruction that results. Not generally regarded as a virtual reality game when it first appeared, but the term hadn't yet been dreamt up *(Shurely 'defined'? – Ed)*. Looking back, though, it's one of the best. Just look at all those polygons.

CYBERCON



Step 3 to a VR World: CYBERCON 3

(US Gold, 1991)

Although inexplicably omitted last time, *Cybercon 3* is actually the ideal link between AP28's cyberpunk feature and this VR guide, featuring as it does the word 'Cyber', a giant computer trying to destroy its creators, *and* lots of polygons. The closest you'll get to real virtual reality on your Amiga. (Although you could try putting an upturned foot-spa on your head while you're playing it.)

GOODBYE TO

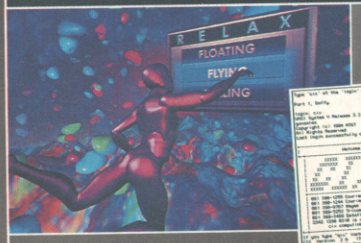
After AP28's cyberpunk guide, you're probably asking "What's virtual reality,

"I'm worried," writes Hugh Dromgoole of Warminster. "My friends seem oddly distant, and I'm having trouble joining in with their conversations. What is this 'virtual reality' they speak of?" The AMIGA POWER dictionary can offer no single definition. Virtual, it attests, means "being something practically or in effect, although not in actual fact or name". And reality? "The quality or fact of being real". The AMIGA POWER dictionary has found a new home – the bottom of the AMIGA POWER bin. Its glib observations will have no place when VIRTUAL REALITY IS THE ONLY REALITY.

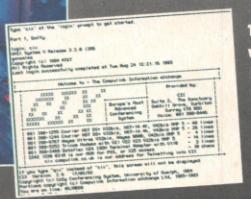
So – virtual reality, eh? Everyone seems to be talking about it. And the only games worth playing, it seems, are ones that start with 'Virtual' or 'Virtua'. But exactly what is it that separates an ordinary shoot-'em-up from a virtual shoot-'em-up? Or a traditional text adventure from a virtual text adventure? And is virtual sex really the healthy way forward, or merely a convenient way of fleshing out the pages of inconsequential 'style' magazines?

Well, as its name suggests, virtual reality tries to simulate real life as closely as technology will allow, placing you in an artificial world and trying to convince you that it's not artificial at all. It's 'virtually reality', if you will. And, if VR's

THE VIRTUAL REALITY GAP



Left: This is what movie moguls would have us believe cyberspace is like.



The reality of virtual reality, however, is a little more prosaic.

Sadly, current technology doesn't allow the complete immersion in a believable virtual world that's necessary for true VR success. The grab on the left shows the current state of the art in simulation, as The Lawnmower Man brings you the virtual experience of swimming through, er, a large tunnel full of pink and green triangles. When was the last time you went for a swim through a tunnel of pink and green triangles? Exactly. Without the millions of pounds of movie-type technology available to the producers of The Lawnmower Man, though, 'jacking in to the matrix' in the comfort and privacy of your own home actually offers an experience more akin to the image on the right. Can anyone tell me what's wrong with this picture?

YES, YES, BUT WHAT'S VIRTUAL REALITY ACTUALLY LIK

Frighteningly, Virtuality are seen here launching a full and complete world of their own.

EXPENSIVE COIN-OPS

Step 4 to a VR World: EXPENSIVE COIN-OPS
(W Industries, Sega etc, 1993)

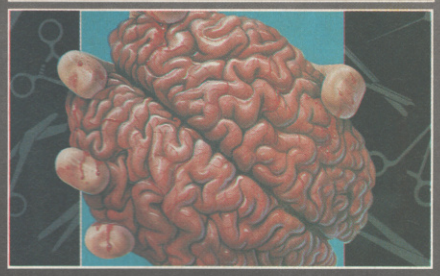
Here we're talking about things like *Virtua Racing* (which is spot on name-wise) and that slightly crap one that looks really good and then you sit down and put the thing on your head and it turns out to be a slightly wobbly slow-updating flight sim. These represent the current state of the art in VR (ie, they cost the most to have a go on).

THE HOLODECK

Step 5 to a VR World: THE HOLODECK
(Star Trek: The Next Generation, 2364)

The briefest of commands creates the environment/adversary/partner of your dreams. True, the holodeck has an nasty habit of going out of control and plunging the whole ship into danger. But luckily it only does it in weeks when Troi isn't having one of her funny turns, Riker's keeping his hands to himself, and life would otherwise have been rather dull.

BRAIN IMPLANTS



Step 6 to a VR World: BRAIN IMPLANTS
(The NHS, circa 2450)

While the holodeck does away with VR's cumbersome peripheral trappings, there's still quite a bit of legwork involved, particularly in journeying back and forth from it. Far easier would be to directly stimulate those parts of the brain which control sensory perception. Maybe you could extract the whole thing and put it in a jar with lots of wires coming out or something. Maybe you already have...

THE REAL WORLD

then?" Jonathan Davies explains why you need never leave your house again.

going to succeed, it needs to interface with all five of the senses that would otherwise destroy the illusion...

SENSATION SEEKING

1 Sight. The primary sense, and the most important one to get right. Thus, 'virtual space' is depicted in vividly-coloured squares and triangles which have a tendency to suddenly disappear if you get too close to them. And 3D? The squares and triangles usually suffice in themselves if resources are limited, but a 'VR headset' makes all the difference, using a separate screen for each eye to provide an approximation of stereo vision (if you squint a bit, and have a rest every 20 minutes or so to stave off the headaches). Oh, and the VR headset has movement sensors so that, if you manage to turn your head under the weight of the thing, the view will change accordingly.

2 Hearing. Headphones incorporated into the VR headset pump out the usual techno-rave stuff, so no change there. Oh, and there are usually lots of samples. From, er, the real world.

3 Smell. This sense has yet to be tackled by the virtual industry. Most VR innovations originate in the cinema, though, so it's likely that an advanced form of scratch 'n' sniff technology will be employed.

4 Taste. Er. Obviously we love technology and all that, but we think we'll pass when it comes to virtual food.

5 Touch. No problem. Pull on a pair of 'VR gloves' and they'll track your hand movements. Clench your fist and your VR fist will follow suit. Close your fingers around a virtual object and you'll pick it up. (Virtually, of course.) And, as you do so, feedback from the glove will make it feel as if you're touching something. Sort of.

That's the mysteries of virtual reality exploded, then. From now on you should have the confidence to illuminate your every utterance with references to 'the virtual datastream', 'virtual certainties', 'Virtual Brains and Lady Penelope' etc without for a moment losing your composure.

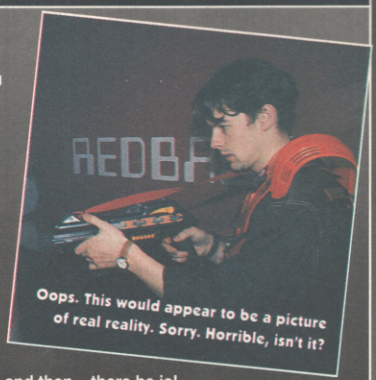
Next month: Chaos theory. Or maybe dinosaurs.

Y LIKE

Although the following description is at present fictitious, it could be reality sooner than you might imagine. Or, rather, virtual reality...

You fasten your VR boots and slide on your VR gloves. Then you pick up your VR laser pistol and, finally, place your VR headset over your head before lowering your VR visor and stepping through the door into the arena. Everything's dark, but your visor flickers into life.

There's a passage ahead of you – you can see its polygon representation in your headset. You reach out to touch one of the walls, and feedback from your VR glove tells you it's solid enough. You start to walk forward, and your VR boots send signals up to your VR headset telling it to alter the view as you move. The passage opens out into a large hall, with a balcony around the sides and a staircase leading up to it. There's no time to admire the scenery, however. Somewhere out there is your opponent. He's dressed up in just the same gear as you, and wants those points just as badly. You grip your VR pistol and narrow your gaze.



Oops. This would appear to be a picture of real reality. Sorry. Horrible, isn't it?

Edging along by the side of the wall, you edge towards the stairs and then... there he is! Up on the balcony! Those oblong legs, that trapezoid body, that square head – you'd know him anywhere. You raise your pistol but – oh no! – he's spotted you. He's too late, though, as you squeeze your trigger and send a squiggly purple line hurtling towards him. "You're dead!" intones a voice in his headset, and he feigns death accordingly. Victory is yours.

AND FINALLY...

"Like, wow! What if life's actually some sort of gigantic virtual reality game that I'm playing without realising *(You could call it 'Better Than Red Dwarf'. – Ironically-Obsessed-With-Obscure-Media-References Ed)*, and you lot are all just subroutines in some huge intergalactic super-computer?" This question will inevitably arise in any layman's discussion of VR and, now that you're an expert in the field, you should be ready with the answer: Life's real enough, all right. How can we be so sure?

- Otherwise, the frame update would be slower, and everything would get really jerky every time you saw a mirror.
- Everyone would have triangular feet and heads like shoe-boxes.
- There'd be no black people or white people. Instead, all would be equal – the same virulent shade of pink.
- There's no such thing as a virtual toilet.

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH

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National GAMES CHAMPIONSHIP

THE DATES AND VENUES...

18 – 21 October — **Final on 22 October**

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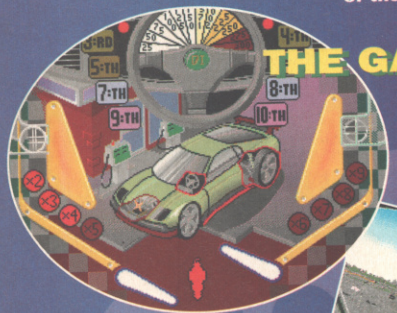
FALKIRK	Games Centre	5 heats
EDINBURGH	Games Centre	
GLASGOW	Megastore	
	Megastore	

25 – 28 October — **Final on 29 October**

BOLTON	Games Centre	MANCHESTER
STOCKPORT	Games Centre	3 heats
MANCHESTER	Megastore	
BIRMINGHAM	Megastore	BIRMINGHAM
COVENTRY	Megastore	2 heats
BROMLEY	Games Centre	MARBLE ARCH
CROYDON	Games Centre	9 heats
GUILDFORD	Games Centre	
ILFORD	Games Centre	
KINGSTON	Games Centre	
LONDON GAMES	Games Centre	
WATFORD	Games Centre	
MARBLE ARCH	Megastore	
MEGASTORE	Megastore	
BRISTOL	Games Centre	CARDIFF
CARDIFF	Megastore	2 heats
DUBLIN	Games Centre	DUBLIN
	Megastore	2 heats
BELFAST	Megastore	BELFAST
		1 heat
GATESHEAD	Games Centre	NEWCASTLE
NEWCASTLE	Megastore	2 heats
SHEFFIELD	Games Centre	SHEFFIELD
	Megastore	2 heats
NORWICH	Megastore	NORWICH
		1 heat

The second Future Entertainment Show

Virgin retai



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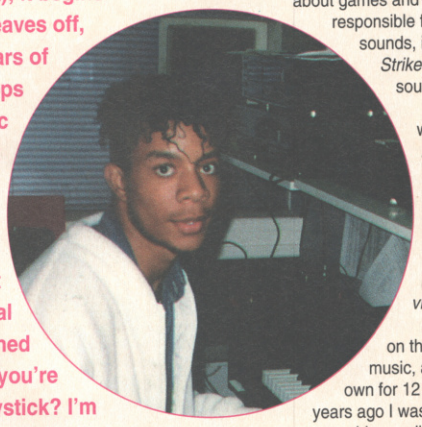
HEY, MR SO

Games music, eh? Tim Tucker meets the guys behind the sounds that make you

For Shakespeare it was the food of love; for John Miles, it was his first love, (and it will be his last); it begins where language leaves off, and can cause tears of sorrow and whoops of joy. Yes, music is important alright. But how does it fit into the world of Amiga games, and is it absolutely essential or just a damned nuisance when you're waggling your joystick? I'm Tim Tucker, I've just interviewed three top Amiga tune-smiths, and you can be sure that I said thank-you for the music, for giving it to me.



JASON WHITELY

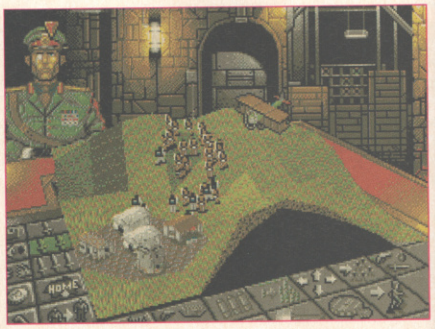
Being a rock-hard investigative journalist (and seeing as Electronic Arts invited me up to have a chat), I went up to Slough to see Jason Whitely, a man well qualified to talk about games and music. Why? Well, he's been responsible for some of EA's most kicking sounds, including the much-lauded *Desert Strike* soundtrack, possibly the best sound to grace an Amiga game yet.

Jason has been given his own working quarters in the Electronic Arts stronghold, where he's constantly kept busy putting together tunes for the award-winning company's ceaseless production line. So Jason, how did you get into this business? *(Did you always want to be a video game musician? – Zag)*

"Well I had classical training on the piano for a start, and 'A' Level music, and I'd been playing music of my own for 12 years. Before I came here three years ago I was working freelance for a video company, synching audio to visuals for Ford car presentations. Then I sent some demos in to a few game companies, and after a while EA gave me a job."

What was it that made you want to work with game music in the first place?

"For a start I was so into games. I used to always wonder how the hell they got the music to play with them, I was fascinated by it. My two main interests are music and games, and I just wanted to put the two together."



Pom-tom tiddle-om tom-pom. Tiddle-widdle, tiddle-widdle, tiddle-widdle pom-tom. Om-POM, om-POM. Om.

So, what have you worked on since?

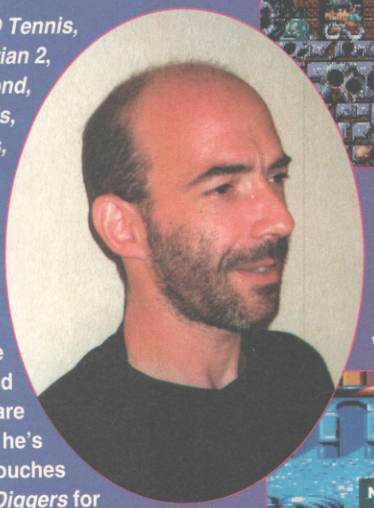
"On the Amiga: *Road Rash, Desert Strike, John Madden's Football, Power Monger, Strike Fleet, Risky Woods* and, coming soon, *Space Hulk,* which is something I'm really looking forward to. There's also the possibility of a *Space Hulk* dance single, which we're looking into at the moment."

An impressive track record *(Clever wording, we know. – Ed)*, but no doubt it's not been without its complications. What are the biggest problems you face when putting together a track for a game?

"Memory restrictions are a nightmare. Like with *Road Rash,* when it was reviewed in AMIGA POWER, is it a guy called Stuart...?"

THE BOY FROM THE BITMAPS

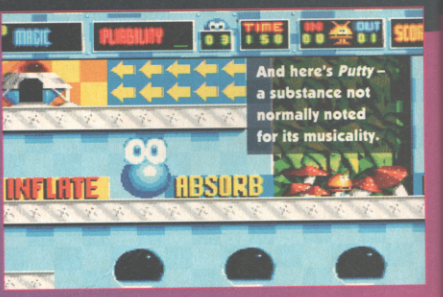
RICHARD JOSEPH



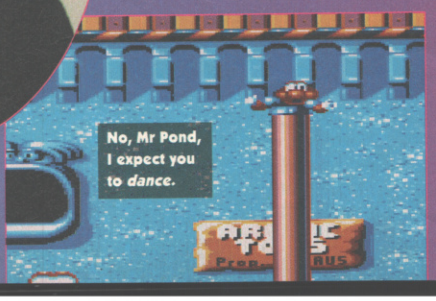
Softography: *3D Tennis, SEUCK, Barbarian 2, James Pond, Speedball 2, Gods, Magic Pockets, Mega lo Mania, Wizkid, Sensible Soccer, The Chaos Engine, Lure Of The Temptress, Robocod,* the music for *Putty* and *Myth.* There are more. Right now he's putting the final touches to Millennium's *Diggers* for the CD32, and there's *James Pond 3* and Sensi's *Cannon Fodder* for the Amiga.

Anyone who's rocked to the sound of *The Chaos Engine,* or pulverised a few faces in *Speedball 2* will be familiar with Richard Joseph's work. But how important does Richard consider his role in the gameplaying process?

"I can play a game quite happily with the music off, just listening to the FX, as these give information about pickups etc. It all depends on the type of game, but for me the ultimate is a game where there is no silence, the music suits all parts of the action, the characters speak and the FX are totally realistic – like a film! Okay, try turning down the sound on your telly... is music important?"



How do you feel about the Amiga's sound capabilities? Are they up to what you want?



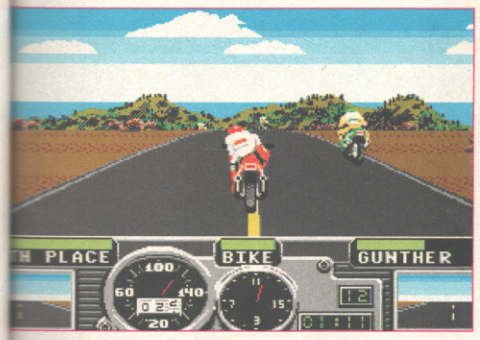
NGWRITER

want to 'play it again'.

Er, you mean Stuart Campbell.

"Yeah, he kind of slagged it down. Obviously the public aren't particularly interested in the technical side of how the music's made, but with *Road Rash*, that was 8K of track. I didn't want to do it, because it's difficult to do anything good with that amount of memory, but the company said they wanted it as close to the original as possible, so we went for it and it came out sounding like the C64. My girlfriend was reading this review to me, and it said "the music is crap". I couldn't believe it, I wanted to ring him up and say "You try doing a track with 8K of memory." But on the other end of the scale, with *Desert Strike* we had unspeakable amounts of memory."

Desert Strike was possibly your finest moment yet. Why do you think it was so successful? ➔



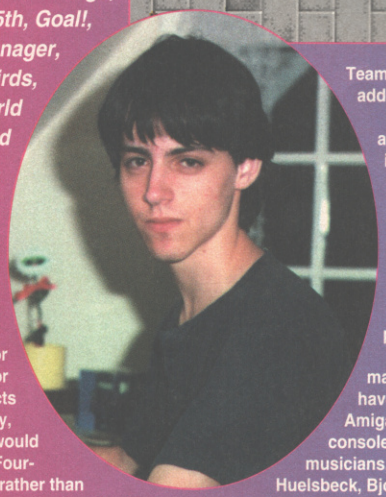
Vrrrmm. Vrrm-vrrrm, vrrrrrrrmmm. Vrrrrrrrrrrrrrrrrmmmm mmmm. Vrrrmmm. Vrrrmmmm. SCREEEEEECH! Vrmm. Vrm.

"I would like more channels. You really need around five channels for music and three for FX. Having said this, if the Amiga had come out with only one channel it still would have been revolutionary. Comparing it with other machines... well, I still can't believe the Soundblaster board is the PC industry standard – it sounds revolting, and the Mega Drive isn't much better. Why do they use those FM chips? It has to be the cost of the things, but let's be honest, folks... FM is CRAP. The SNES? Hmmm, it does have eight channels, but there's so much messing around, and a completely useless 64K of RAM for sound. Each world of *The Chaos Engine* uses 220K of sound data on the Amiga... you try doing a SNES version of that lot."

THE TROUBADOUR FROM TEAM 17

ALLISTER BRIMBLE

Softography: At least 100 games, but here are some of the better known – *Alien Breed, Project-X, Assassin, Superfrog, Full Contact, Overdrive, The Lost Vikings, Star Trek 25th, Goal!, Championship Manager, Thunderbirds, Fantasy World Dizzy, Fast Food Dizzy, Dojo Dan, Miami Chase, Merlin's Maths,* and *Noddy 2.*



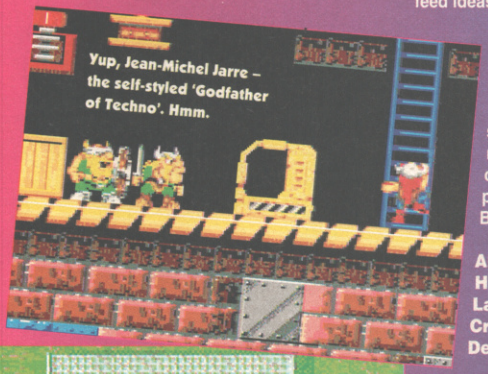
"Music is important, especially the title tune which sets the scene for the rest of the game. For me though, sound effects have the highest priority, without which a game would be almost unplayable. Four-channel sound effects, rather than in-game music, really worked well in the Team 17 games and as such added to the playability."

The current debate about the video game industry killing pop music seems to neglect the fact that music is alive and well in games themselves. Do you think there's any chance of game music feeding back to the music biz, and perhaps even reviving it?

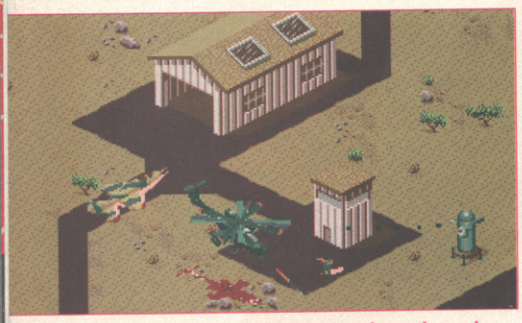
"In terms of the Amiga, many of the best musicians have stopped writing for the Amiga and moved over to the consoles. However, quite a few musicians, such as Chris Huelsbeck, Bjorn Lynne and myself have created audio CDs which could perhaps feed ideas back to the musical mainstream."

And if you're interested in hearing any of Allister's music (aside from in games of course), check out his 'Sounds Digital' CD, which consists of 11 songs written using his synthesiser setup and includes re-mixes of *Project-X* and *Assassin.* It costs £11.75, in either cheques or postal orders payable to ALLISTER BRIMBLE, from the following address:

Allister Brimble CD Offer,
Hill House,
Lapford,
Crediton,
Devon EX17 6QE.



"Because of the massive amount of memory I had to play around with, I could concentrate on the finer details. For example, the rotor blades effect wasn't just a straight sample. The angles of the helicopter were worked out so that if it banked twenty feet to the left, the wind increases and it produces a more bassy effect on the left-hand side. All that kind of architecture of the sound really contributed to making *Desert Strike* work really well, and that's why it got such good reviews."



Wocka-wocka-wocka-WHOOSH-wocka-wocka-wocka-WOCKA-WOCKA-WOCKA-(splash)-wocka-wocka-wocka.

How do you come up with the music for a game? Is it something you're given as a brief, or are you left to your own devices?

"A lot of game designers don't have a clue what they want, and quite often they just say, 'Oh, I dunno, do whatever you want', whereas for other games, say a space game, they'll say 'We want something like Star Wars', and I go away and do that. With *Desert Strike* they wanted military music, and I said 'That's boring, everyone does that, why don't we try and do something a bit different?' Like, there's that program about a futuristic helicopter, Airwolf, and it was upstate and modern, sort of Miami-Vice-style music. That's what I wanted for *Desert Strike,* and everyone said 'It's not gonna work, you're gonna fall down on this one,' but I went ahead and did it and to their surprise they loved it. So now they say, 'J – you know the score'."

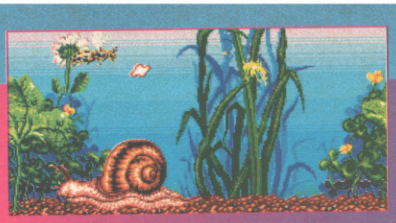
So what do you think is the future for game music?

"The way I see it, the way forward is with CD, not only for the sound capabilities, but also for the sheer mass of storage. We're in the process of putting together 100 grand's worth of studio here, gearing up for the CD market and 3DO. It'll be amazing, because we can start incorporating vocals and stuff. But despite all that, there'll always be a place for programmed music for the in-game stuff, because you can't play CD music at the same time as the game. That'll be mainly for intro sequences, and between-game sections."

With Jason's already superlative track record, we can only expect great things from EA's sound department in the future. Also, keep an eye out for Jason in the charts, under his dance music pseudonym, Kool J Nice. And don't be so hasty to turn down the game music in future – you could be missing out on some genuinely rocking tunes. ●

Dum-dum dee dum-dum, dum-dum-dum dee dum-dum... Oops, that's the Channel 4 TV show theme, sorry.

TOP TEN HAPPENIN' AMIGA POWER TUNES



1 Apidya

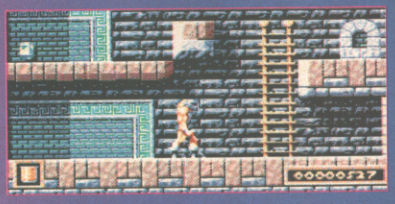
There's about five album's worth of various kinds of music in this great shoot-'em-up's soundtrack (and you can play 'em all from the options screen too), but the 'Techno Party' tunes in particular are awesome hardcore dancefloor rave monsters which'd pack your local groove shop out in seconds.

2 Agony

Unfortunately, this blaster (an early effort from Psygnosis) features some of the most gut-wrenchingly unpleasant in-game music known to man, but the exquisite piano piece accompanying the main title screen is heartbreakingly beautiful. Richard Clayderman, eat your fingers off (or someone else's).

3 Gem'X

Dreamy Oriental tunes complement this dreamy Oriental puzzler well, dreamily. The FX are superb too, though, and Kiki's speech rounds off what's probably the all-round best soundtrack in Amiga gaming history.



4 Gods

Nation 12's finest moment, with the gorgeous 'Into The Wonderful' intro – all the sweeter 'cos you don't actually get to hear it after you start the game. Responsible for massive amounts of non-playing here at AP.

5 The Chaos Engine

Not only is this a rock hard techno influenced rave-fest, but it's context-sensitive – when danger's just around the corner, the music becomes more sinister. Curiously, the music in the game is actually far better than that on the 12-inch single. Spot on.

6 Arcade Trivia Quiz

This Zeppelin arcade trivia quiz effort *(No! – Amazed reader, Droitwich)* wasn't up to much as a game, but the old-time Chas'n'Dave knees-up piano music was a chirpy dream and no mistake. Takes you back to the days of the Blitz and *(Snip! – Ed)*

7 Xenon 2

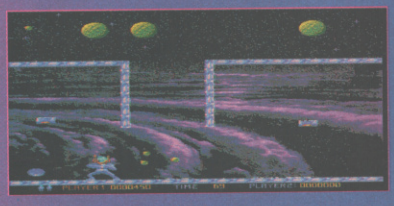
The theme from this veteran shoot-'em-up was called Megablast, but the subtitle (Hip Hop On Precinct 13) is what gives it away – this throbbingly monstrous remix of one of the all-time great movie soundtracks is by far the best thing about loading the game.

8 Desert Strike

Featuring Jason Whitely's excellent soundtrack and perfect sound effects, with thoroughly convincing militaristic sounds and frighteningly real helicopter effects. One of the very best audio experiences to grace a game. "J knows the score," indeed.

9 Pinball Fantasies

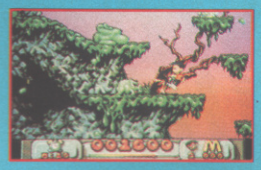
The almost New Age elegance of the intro theme is wondrous, and highly original for a video game. All the tables have thoroughly appropriate themes too, with special mention for the creaking doors on Stones and Bones, and the Partyland duck's quacks.

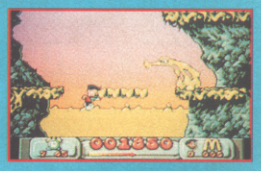


10 Oops Up

Essentially just a 12" remix of the Snap tune of the same name, except that it does away with most of those unpleasantly strident vocals from Mr 'Turbo B' and it goes on for as long as you can survive in the game. More of a 144" remix, then, in fact.

GLOBAL GLADIATORS™





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We brought you the rumours first, we brought you the official confirmation and technical rundown first, and now we're giving you the chance to win one of your very own first! What are we talking about? The fabulous new Amiga CD32, of course, and we've got one here for the taking. All you need to know now is how to get it...

WHAT YOU HAVE TO DO

Well, we're not going to give such a glamorous and sexy piece of kit away to just anybody, oh no. The winner of this compo is going to have to prove to us that they really appreciate the value of a high-capacity compact storage medium like the CD, and the way they're going to have to do it is this...

You have to write us an essay. Not just any old essay, but an essay on why you should be the winner of our wonderful CD32. And not just any old essay on why you should be the winner of our wonderful CD32 – we want an essay on why you should be the winner of our wonderful CD32 that's written ON THE BACK OF A POSTAGE STAMP. And not just ANY old essay on why you should be the winner of our wonderful CD32 that's written on the back of a postage stamp, but... (Get on with it. – Ed)

PICKY PICKY PICKY (THE RULES)

Well, there aren't any, really. Convince us that you're the rightful victor and the prize is yours. No cheating, though – all entries must be on a current standard First Class stamp (the ones that just have '1st' on them instead of a price), and the writing must be visible to the naked eye (so no microdots, okay?). That's it. Off you go!

TECHNICAL DETAILS

1. Send your entries to 'First there was the CD. And now there is 32 of it', AMIGA POWER, 29 Monmouth Street, Bath, Avon BA1 2DL.
2. The closing date for this competition is 30 September 1993. Entries received after that date will be ritually spat on and ridiculed.
3. Multiple entries? Nein danke!
4. And don't stick the stamp with your entry written on it on the envelope, alright?

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Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Take a bath in milk

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Get on a bus you've never been on before

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Do a jigsaw puzzle

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Say yes for a day

TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Laugh
Make everyone at work a cup of tea
Take a picture of your back
Get on a bus you've never been on before
Do a jigsaw puzzle
Dance in the front garden
Get your hair cut
Shave your head
Dance in the rain
Feed the birds
Fast for a day
Visit an art gallery
Buy a hat
Write a poem
Use a fountain pen
Feed someone else's meter
Walk home today
Carry a flower all day
Feed the dog
Paint your toe-nails
Invite your neighbour to tea
Take your granny to the movies
Give your favourite possession away
Stop saying no for a whole week
Memorise a Woody Allen joke
Put on a dress
Tell the truth for a day
Write to your MP
Scream
Make a wish
Put the kettle on
Go home a different way every night for a week
Take up knitting
Learn to listen more
Listen to Rodigan's next show, in the park
Sing a song at the top of your voice
Spend an afternoon speculating on how to make a million
Help a stranger with their shopping
Forgive someone
Write a fairy-tale
Plant a tree
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Go on holiday and don't take any luggage
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss 100fm

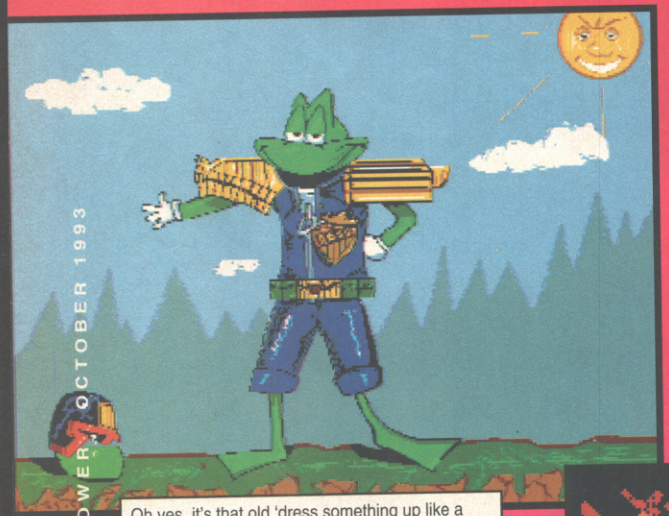
IN THE STYLE OF... GALLERY

You paint. You draw. And here's just a taste of what you've managed so far.

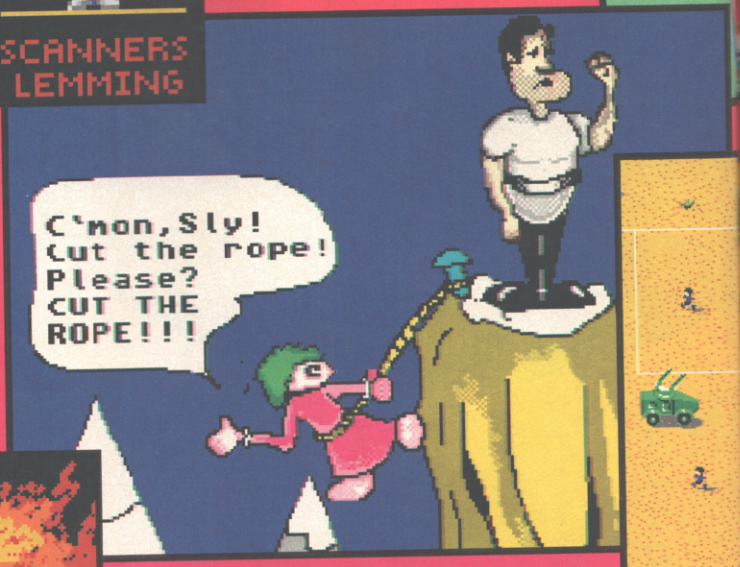
Hindsight, that's a good word isn't it? It's also something that it would appear we're not particularly blessed with here at AP, since although we've done fab things such as bring you exclusive predictions of the CD32, we really can't predict those little things in life. Like this 'In The Style Of' business. Who could have predicted the torrential influx of disks that would have followed from what was essentially a space-filler on the news pages a few months ago? Not us, that's for sure, and certainly not the man from the post room whose ruptured hernia (from bringing them all up to our office) is a constant source of embarrassment to the entire AP staff.

Okay, let's get one thing straight, this IS NOT going to be a regular feature. We're not starting a gallery of reader art, just showing you an exclusive preview of some of the stuff we've received so far, perhaps to act as encouragement or inspiration for those of you who haven't got round to it yet. (We'll be judging the best in our news pages over the next few issues.) Anyway, here's a selection of the good, bad, ugly, and, in many cases, just plain misguided entries that have been sent in over the last few months.

Zool's a big Amiga favourite, obviously, but Phil Cook from Nottingham did this rather splendid piccy that we thought also perfectly captured the appallingness of Nigel Mansell's ridiculously stupid moustache. We on AMIGA 'No beardy-weirdies' POWER feel strongly about an over-abundance of facial hair, and hope that this picture shows the error of their ways to beard-wearers everywhere.

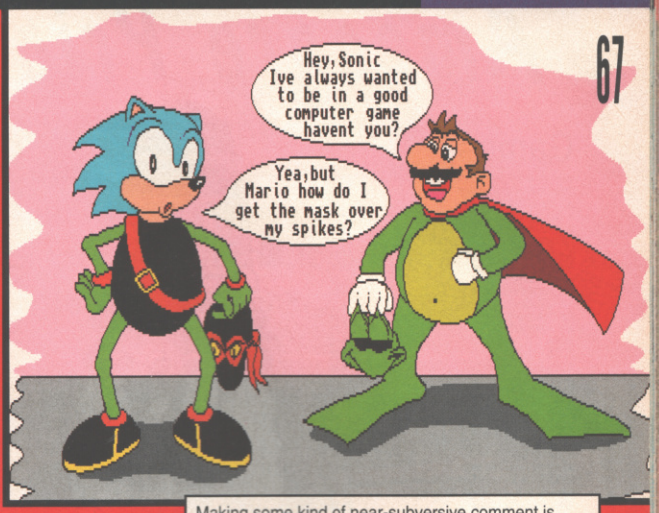


Oh yes, it's that old 'dress something up like a Mega City Judge' idea, and we've had a good few of them sent in, I can tell you. In future, could you make sure that all your Judge *Lemmings*, Judge *Sonics* and Judge *Zools* are posted to 2000AD, not us, as they've been doing this sort of thing for over 15 years now and so are used to them. Anyway, Daniel Hammonds from Wolverhampton drew the best one, so here it is.



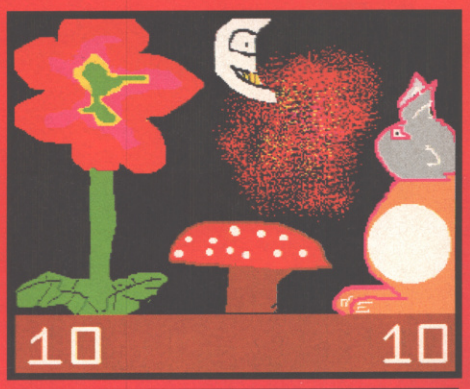
Cinematic themes have also been popular, with Neil Jack's *Lemmings* in the style of Cliffhanger being the best one so far (shown above). After all, which is the better role model for today's youth – Sylvester Stallone or one of those funny little 'blocker' guys? Similarly, these movie lemmings from Adrian Simpson in County Down showed that you don't have to be any good at drawing to come up with a few good well-executed ideas.

"What the...?!?!" – as Marvel superheroes are so fond of saying. "You wanted pictures, so here's my attempt," said this person, who shall remain nameless. No we didn't, we wanted pictures *in the style of* something else, so you could at least have called your picture something, *'Rodland* in the style of Dante's Inferno' maybe. Close, but no cigar, matey.

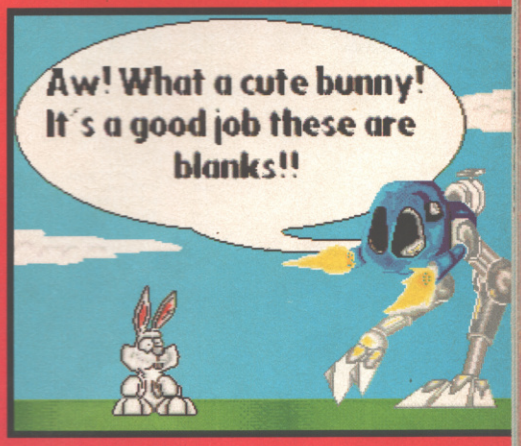


Making some kind of near-subversive comment is Marcus Cox from Leicester. This sort of game system one-upmanship's all very well, but where Marcus' idea falls down is the fact that most *Mario* games are actually better than *Superfrog*. Don't ask why. They just are. So don't write in complaining about it, okay?

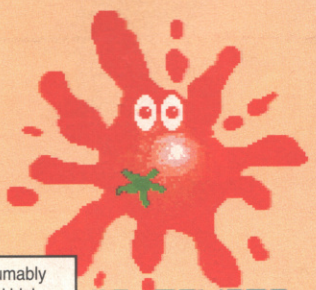
The exploding head pic, however, ranks as a contemporary da Vinci compared to the work of Edward Gallagher from Ayrshire, who sent in this "attempt at *Syndicate* in the style of *Sensible Soccer*." 'Attempt' just about covers it, though since it's such a good idea, we thought it deserved a certain measure of the media limelight.



On the subject of titles, the general consensus of opinion round here is that Max Rushden of Cambridge drew the picture first and then named it afterwards. Why? Well let's just say that *'Biplanes* at night in the style of a pseudo-rabbit with a large explosion for the sake of effect' is a title that covers the subject matter so well, that we can't see how it happened any other way. Once again, it's a good idea, Max, but I'm afraid you score an incredible minus figure out of ten for artistic ability.



At last! Returning to the original roots of this idea, we have Chris Warde's *Desert Strike* in the style of *Sensible Soccer*. Or the other way round. Possibly.



Putty featured in numerous offerings, presumably because the main character's a small round blob and therefore requires little or no talent to draw. The best ones were from Richard Bannister from Kidderminster and Gillian Barwell from Copthorne, and you really don't want to see the rest.

A few people cottoned onto the fact that we love having our faces splashed across as many pages of the mag as possible, and so appealed to this vain side of our nature by doing pictures of us. Steve Richardson's Stuart in the style of *Rainbow Islands* is a bit of a goodie, as is Chris Blackwell's *Walker* in the style of Linda Barker. Nice one!

Anyway, there's a few suggestions here for the rest of you to think about – and, as they say, keep 'em coming! ●

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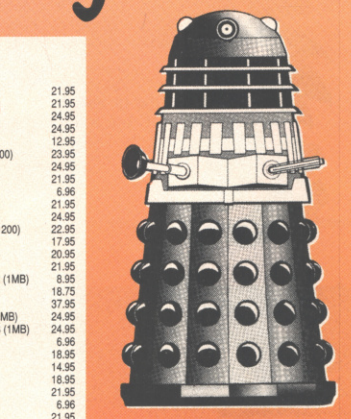

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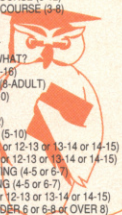

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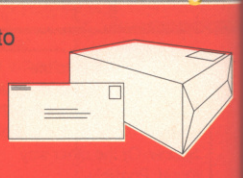
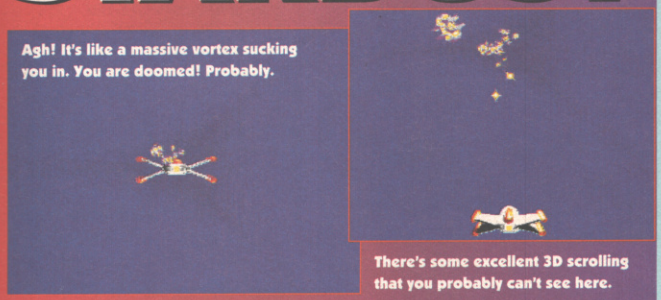


COMPLETE control

Marvel as Rich Pelley nimbly ascends the wobbly ladder, gasp as he bounces with apparent ease on the springy diving board and applaud loudly as he spectacularly swan-dives into the veritable paddling pool that is this month's AP reader tips postbag.

STARDUST



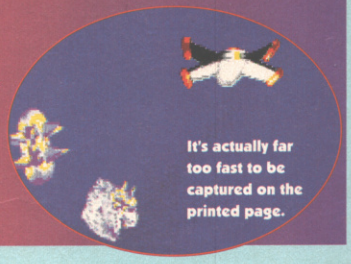
Agh! It's like a massive vortex sucking you in. You are doomed! Probably.

There's some excellent 3D scrolling that you probably can't see here.

(Bloodhouse)

We are of course alluding to the demo we gave away on issue 28, which some of the cretins that work here at AMIGA POWER (not me, of course) were complaining was too hard. Tch. James Musselwhite of Dorset claims to have finished the thing in ten minutes, and in supplying these tips brings to light two rather important questions: (a) are the majority of AP readers better at playing Amiga games than the people who work for the magazine itself?, and (b) are we getting a bit desperate if we're printing tips for a cover-game demo? The answer to these questions is a quite definite: probably. But here's the tips anyway:

"To start off, remember to always hold the fire button down! Straight away go right to the BOTTOM RIGHT of the screen. At 2930 time units make your way to the BOTTOM LEFT of the screen. At 2020 time units grab some of the shields and make your way to the BOTTOM RIGHT of the screen. At 800 time units head for the top centre of the screen and pocket at least one of the shield icons. Immediately following this make for the TOP LEFT of the screen. You'll now finish the level and witness the great green fireworks display."



It's actually far too fast to be captured on the printed page.

GUNSHIP 2000

Step inside, Sir! Your carriage awaits.

(MicroProse)

If you own a copy of *Gunship 2000*, then the following may make some sense to you, and unless we are very much mistaken, may even shed some light on how to get to grips with the game itself.

(ALMOST) TEN EASY STEPS TO SUCCESSFUL GUNSHIPPING

1. On any of your first missions, always select the Apache. Begin with missions in Central Europe as the rivers make excellent flying practice.

2. If you can, avoid using the 'simplified flight' option. Practising on a realistic setting will always pay off.

3. At the beginning of the game, use the computer as your co-pilot so that the chaff/flare and weapons are taken care of. But be careful because at times the co-pilot is not too bright and could easily launch a Hellfire at a Hind rather than a Stinger – or something equally stupid.

4. Practice your auto-rotation skills. It can save a pilot that you have invested a lot of time in developing.

5. When you qualify, use the Longbow Apache. It may not be as flash as the Comanche, but it carries more weapons and uses the new MMW Hellfire – a 'fire-and-forget' type of missile. These enable you to pop up over a hill, fire, and duck back down before the enemy knows what's hit it (unless they've read this, that is). If you do have to use the Comanche, give your wingmen Apaches. The enemy will then lock onto the wingmen instead of the main helicopter, which is clearly to your advantage.

6. When learning to fly, use auto-pilot to stabilise your helicopter.

7. Always take Stingers with you as these are by far and away the easiest weapon to successfully hit other choppers with.

8. On your first mission as Commander, resist the temptation to fly without any help from the auto-pilot. You'll have enough problems trying to command the other aircraft as it is.

9. If you are given a specific objective to achieve it is preferable to do it yourself as opposed to continually monitoring your comrade's helicopter. Your team members are very unreliable until they reach the rank of Captain.

GRAHAM GOOCH'S WORLD CLASS CRICKET

(Audiogenic)

We pretty much covered this two months back, but here are a few extra pointers that might have passed you by. David Sutcliff of Oldham lets us know that after the computer has hit one of your bowls and the screen changes to the distant fielding view, you should press the **Escape** key. This will quit back to bowling before the computer had any time to make any runs. James Walker of Staffordshire says that if you hit a defensive shot and pause the game, wait for the ball to lift into the air, and unpause then you will be able to run as many times as you like. To get on to the next bowl, press **Escape**. Getting a team out for zero runs is another matter, for which you'll require the advice of Justin Cage of Birmingham. "Choose a fast bowler and bowl a full toss straight between the wicket keeper's legs. The batsman will always swing and cut off his bat, so if you position two slips correctly, he'll hit it straight into their hands." And that's the last that I want to hear about *Graham Gooch's World Class Cricket*.

Ah, it's so English, isn't it? Men chasing little balls whilst the women sip iced tea and nibble cucumber sandwiches. I know which I'd rather being doing.

Where's the tea tent, eh? Thirsty work, this.

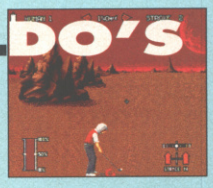
ACTION REPLAY POKES

"Never underestimate the value of the Action Replay poke," I was once told. "The Action Replay Poke is a sacred artifact, and should be held in the highest respect. Sure, the layman may say that an 'ARP' looks like nothing more than a bunch of numbers, but to the freelance journalist in a state of exponentially increasing desperation, once they're typed out into neat little columns, look how much space they fill." As ever, if you can't be bothered to read the instructions on your Action Replay cartridge to see how to use these codes for recent AP coverdisk demos, then don't expect any favours from us.

Game	Code	Effect
Beavers	01D1BB	Lives
	01D1BD	
	01D215	Stars
Dong	C274A1	Lives
	C2749D	Stars
Premier Picks	C62A71	Goals (left side)
	C62A75	Goals (right side)
Quest For Galaxia	05CE65	Lives
Yo! Joe!	C019BE	
	C019BF	Infinite lives (Joe)
	C01980	
	C01981	Infinite lives (Nat)

Thanks to Rajah Roy of London for these.

NICK FALDO'S GOLF



(Grandslam)

I didn't really think that this information was worth printing when Michael and Graham Kay of Scarborough originally wrote in, but since then they have re-written to complain at the absence of what they assure me would be valuable information to some. So, somewhat against my will, here it is. Load a game, select your players and chose to play Amateur. Play as per normal until you have putted the ball, then when the Mulligan option appears, click on 'old'. Your number of shots will have decreased by one. Repeat this until you are on stroke one. Now putt the ball and select the new position on the Mulligan screen for a 'hole in one'!

BEAVERS

(Grandslam)

Mandy Jestain of Turnwell has something some of you may be interested in. It's a cheat for *Beavers* by Grandslam. "Here is a cheat for *Beavers* by Grandslam. When the game begins, type **BIGBIGBIGB**. You can now skip levels using the **F2** key."

DON'T FORGET

If you only write one letter this month, make sure it's got: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW on the envelope and, equally importantly, lots of tips inside. I don't think much more need be said. I'll shut up then.

SYNDICATE

(Bullfrog)

This is exactly the sort of thing we've been going on about – a mini-play guide of a new game to run down the side of the Complete Control pages. This one for Bullfrog's excellent *Syndicate* and was sent in by Bryan Wadham of Portland. And let's use what remains of this available space to advertise just how much we like receiving these sort of thing, as an optimistically hopeful prompt to get more of you to them in. If you saw the size of the prize we're about to send Bryan, you'd want to win one too.

General Tippery

- Before each mission start research into the Support Weapons and push the cash limit to the top. Until they run out, this will gain you an extra piece of equipment per mission, such as the Flamethrower on the first.
- Weapons dropped by other Syndicate agents contain very little ammo, whereas those dropped by police or guards are fully loaded. Pick up only valuable weapons on later missions because money may become short.
- Always carry at least one Medi-Kit per agent and one Persuadertron in the group.
- Persuade as many enemy agents as possible until you have enough money to equip a team with Version 3 Modifications. After this, go on a major recruitment drive for new agents.
- Persuaded people will pick up weapons if led over a dead body that carries a weapon.
- Do not use adrenalin if an agent is carrying a Mini-Gun or similar heavy weapon. If you run short of cash when you're well into the game, raise the tax in every country by 100% then do not start any missions until the cash available goes up.
- If one of your group members is on fire, use the Medi-Kit on him pronto.

Assassination Missions

In later missions equip at least one agent in the squad with a Laser as these are far more accurate than the Long Range Rifle. Deploy at least two squad members if possible. If the target is hidden, a Gauss Gun would be advisable, fired from visual range so not to hit the wrong target.

Combat/Sabotage/Assault/ Reconnaissance Missions

Invest in a Flamethrower (for close range ambushes) for every member of the party. At least three Mini-Guns and a Medi-Kit should be issued per agent along with, if funds and development permit, a Gauss gun for Agent 3 (handy against large clusters of enemy agents) and a Persuadertron for the fourth. If it is possible to hide round the corner of a building, always ensure that the team is visible to you. Use the radar to check the whereabouts of the enemies. Any who come round the corners can be toasted with a Flamer or two. Mini-Guns or Uzis should deal with the rest.

Protect/Escort Missions

Stay well away from the person you are trying to protect to ensure they are saved from any stray bullets. Also do not use the Persuadertron on them or the mission will become uncompletable. In missions where you have to rendezvous, first take out all the enemy agents in the area.

Raid And Rescue

There is only one Raid And Rescue mission. It's basically a combat sweep but note that some people should be persuaded instead of fired at.

Persuasion Missions

Deploy three agents, four in the later missions. Try to lure any agents/guards into a position away from the mission's target before shooting them. Think about ambush tactics.

Equipment Acquisition Missions

Similar to the combat sweep but ensure that one agent has at least one free space in their inventory. If the R&D department have already constructed the weapon, you will be able to sell the one you pick up back to them. Weapons picked up during the course of the mission can also be utilised if it is necessary to fight back to the pick-up point.

The Atlantic Accelerator Mission

Arm your team as follows: Agent 1 – two Time Bombs, one Medi-Kit, one Mini-Gun, two Gauss Guns, two Forcefield Generators. Agents 2-4 – two Medi-Kits, five Mini-Guns, one Gauss Gun, one Forcefield Generator. All members should be equipped with Version 3 modifications. Effectively you will be using only the one agent for this mission, the others providing some sort of fallback if Agent 1 accidentally pops it.

Turn on all your forcefields. Send Agent 1 northwest then southwest to the first eastern walkway. Wait until he is joined by an enemy and when all firing ceases, de-activate all the forcefields, but remain still. The enemies will congregate – when you are sure (using the radar) that no more are coming drop a Time Bomb to kill all the baddies, activating Agent 1's forcefield after 40 seconds to minimise his damage. Re-group at Agent 1's position. Go northwest to the second walkway, northeast to the building and terminate the police. Give Agent 1 one of the Mini-Guns dropped and re-congregate outside.

Send Agent 1 northwest onto the second platform by himself. Manoeuvre around the building, proceed northwest until you reach a sheltered area leading to a walkway. Ensure your forcefield is active and, as before, wait until all the agents are on the same spot as Agent 1 and drop the Time Bomb when no more are incoming. Take out the three guard towers using Gauss Guns and Mini-Guns. After this proceed to the remaining bomb site, and follow the walkway round to the far northeast building on the right. Terminate the enemy shown by the radar to be in the building. He should be the last enemy (hooray!), unless there are any strays to the southwest who shouldn't be too hard to find.

SOCCER KID™

Disaster! An alien of the cup collecting kind has stolen the World Cup.
Double Disaster!! In a collision with an asteroid the trophy is smashed into five pieces and scattered around the globe. Join Soccer kid in his quest is to recover and reassemble the World Cup. His un-ball-ievable soccer skills are put to the test like never before. It's awesome arcade action all the way with a blistering soundtrack to match.

AMIGA GOLD FORMAT — **"One of the best platformers ever!"** 93% Amiga Format

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ARABIAN

There's a 'hole' lotta platforming going on – Mark Winstanley

It's that time again, time for your little cute alter-ego to undergo all manner of hideous tortures for your entertainment, and if you're ever so good at this game, then you'll be able to finish it entirely to the end, leaving you with a strong sense of beenthereseenthatdonethatness. Yes.

Level 8: It's That Carpet Again

A-B You're back on that magic carpet thing again, but at the end, you'll find the way blocked by the nasty flying demon that stole the princess. The demon's carrying the Vizier's magic Orb which gives him his strength, but whenever you hit it, his powers are drained. The demon's got three sequential attacks, and the first one's a swoop. The demon follows a clockwise path around you, so just stay in the centre of the screen.

Next, he uses the Orb and fires three energy bolts at you, and then his final attack's a direct swoop towards you. Leave your evasive manoeuvres till the last minute, as if they're too early, he'll come after you. Once you've blasted him out of the sky, you can enter the Vizier's fortress.

Level 9: The Vizier's Ice Fortress

C This is one of those slippy slidey ice worlds, so the item that you really need are the crampons to stop you from slipping about so much. To get through each of the doors on this level, you have to melt the ice covering them, so you need to find blowtorches which are carelessly dotted around. Go through the doorway at the end of the first straight, avoid the icicles, the bomb and the snowman, and then duck under the spikes by taking a run-up and then sliding under them. You'll then be able to get the blowtorch.

D Carry on down the corridor and you'll see a bomb in front of three doors. Through the first of these, you'll find another blowtorch and the crampons in the room with the chandeliers. There's also a hidden section containing an extra life.

E Through the second door, there's a lift going up, and in the first room on the left is the projectile sword, which you need for later on in the level. To avoid getting hit by the flying snowballs, you've got to jump up to the next ledge just as the snowball's launched from the one above.

F-G The next room up is for bonus points. Smashing the ice blocks in the room frees the snowman, but if you time it right, you can get away. The last room leads through lots of balls and chains to the next blowtorch, and on the way you can get an extra life and a chest containing a speed-up bonus. Whatever you do, don't ride the lift any higher than this.

H The final door leads to four holes covered by breakable ice blocks, which is what you need the projectile sword for. Each of these four holes takes a slightly different route, but they all join up just before the final encounter with the despicable Vizier.

I From left to right, the first hole has bombs guarding it, but if you go up to them and then jump clear, they'll blast a path for you. The first door takes you back, so don't bother with it, but further on is a room with falling platforms. You can avoid the bombs by jumping along the line, eventually meeting up with the path from hole two.

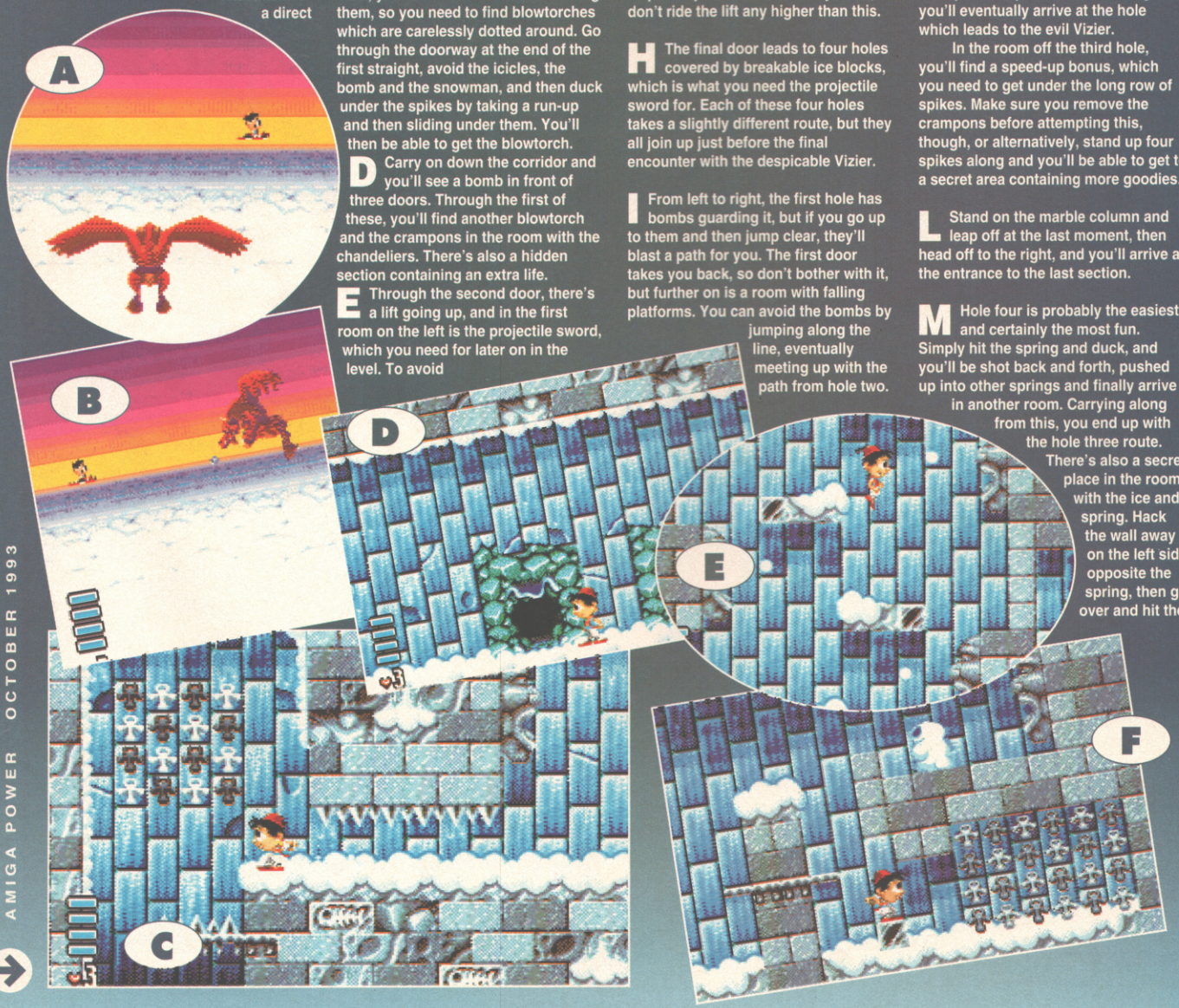
J Through the second hole is a corridor in which a bomb walks along a platform above your head. You have to wait until it reaches the ice blocks before setting it off. The next room meets up with hole one.

K Drop into the pipes with the eyes to spring up, and there's another secret room next to the door on the right – you have to bash down the wall to get into it. The wall above and to the left of the two faces is fake, and inside is a special object. Continue along and you'll eventually arrive at the hole which leads to the evil Vizier.

In the room off the third hole, you'll find a speed-up bonus, which you need to get under the long row of spikes. Make sure you remove the crampons before attempting this, though, or alternatively, stand up four spikes along and you'll be able to get to a secret area containing more goodies.

L Stand on the marble column and leap off at the last moment, then head off to the right, and you'll arrive at the entrance to the last section.

M Hole four is probably the easiest, and certainly the most fun. Simply hit the spring and duck, and you'll be shot back and forth, pushed up into other springs and finally arrive in another room. Carrying along from this, you end up with the hole three route. There's also a secret place in the room with the ice and spring. Hack the wall away on the left side opposite the spring, then go over and hit the



NIGHTS

shows you the way to get Sinbad home.

spring, then duck to slide under the wall. A spring on the other side lets you back out again, or you can climb the collapsing platforms to get a shield bonus. You can also jump through the ceiling on the right to get to the entrance to the last encounter.

Level 10: The Evil Vizier

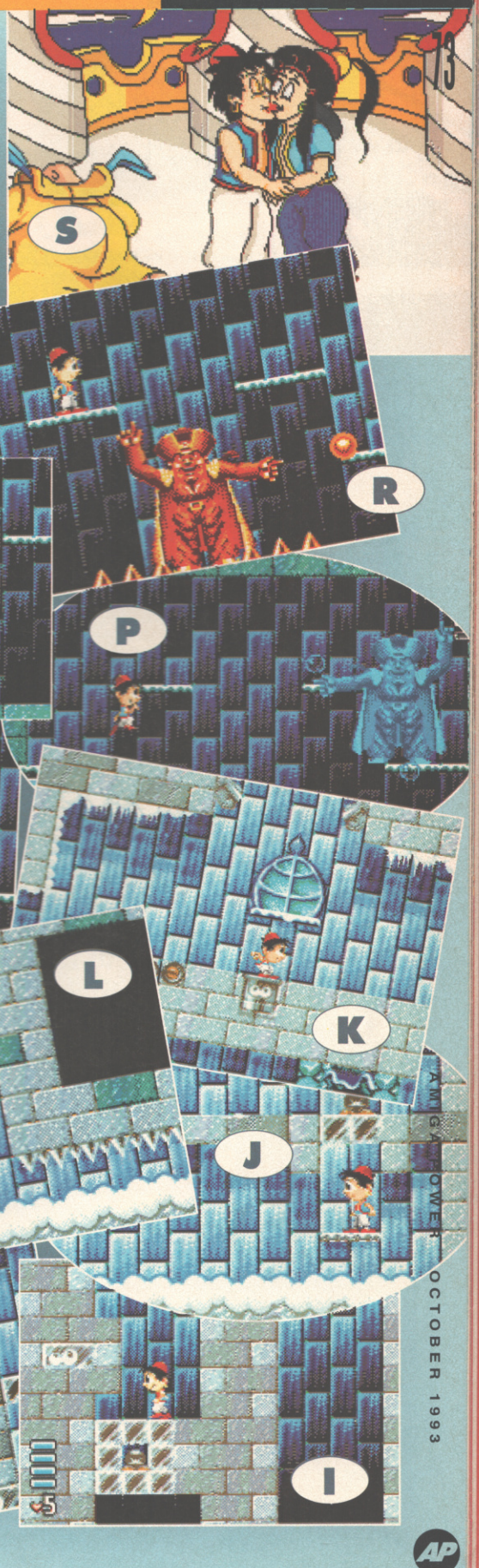
N The evil Vizier's a bit of a bad boy, and uses the powers of all the four elementals that you've already done. The order is: Wind, Water, Earth then Fire – first he tries to blow you into the spikes that come out of the wall behind you. Simply jump against the force of the wind to stop yourself being impaled.

O-P Next, spikes come out of the roof and bubbles force you up onto them. If you're still alive, you then get another chance to hack away at the Vizier, who attacks you with spinning bubbles.

Q For the 'Earth' attack, the Vizier stands in the centre while blocks fly out of the walls at you. You've got to keep moving since they appear in line with you, and then just when you think you've survived, they start dropping from the roof.

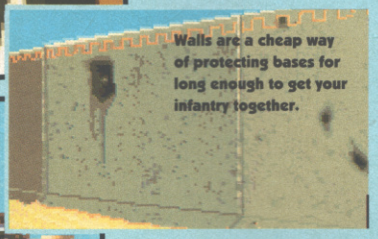
R Finally, he thinks he's just so smart when he stands in the middle of some spikes lobbing firey death in your general direction, but if you avoid it, the spikes will disappear, and all of a sudden, he's not that hard after all.

S Smack him in, watch the ground swallow him up, and then you've completed the game and got the girl. It's truly a video-game ending, and the good guys have won again. Just like real life, eh kids? ●



Always update the barracks so you can produce infantry units rather than single soldiers.

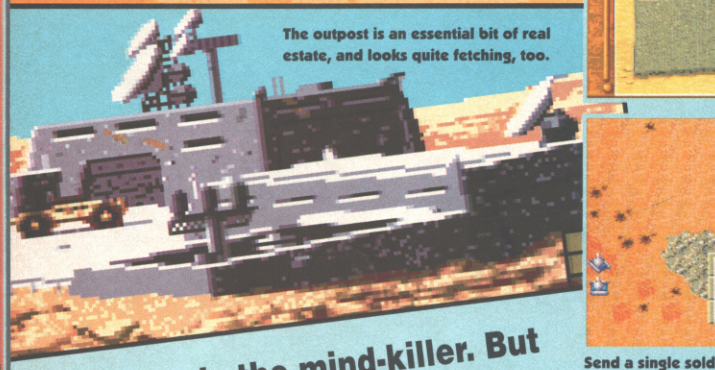
Lumping the same installations together looks pretty, but it leaves you prey to attacks.



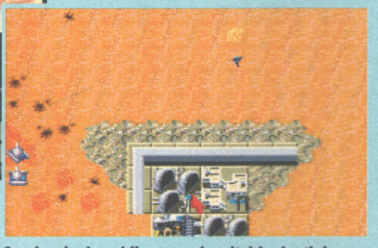
Walls are a cheap way of protecting bases for long enough to get your infantry together.

The mobile construction vehicle allows you to take the battle to your enemy.

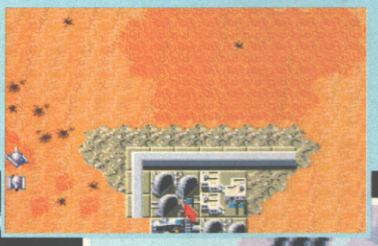
Updating your construction site saves loads of time, as you can build large slabs.



The outpost is an essential bit of real estate, and looks quite fetching, too.



Send a single soldier to an inevitable death-by-worm to get a fresh new field of spice.



Fear is the mind-killer. But where Mark Winstanley has passed, the fear will be gone. Only tips will remain.

Obviously, the whole point of *Dune 2* is that there isn't any set way to play the game, so rather than do some play-throughs, these hints are just that, helpful pointers that I've come up with from days of playing. Being a good guy at heart, I've been playing the Atreides, and so haven't been using weapons like the Ordos Deviator or the Harkonnen's Devastator tank. If you feel that there's anything regarding these weapons that we should all know about, then drop a line to that nice man Rich Pelley for his Complete Control section. Thanks.

Building Your Base

Clearly you should build a generator and spice-processing plant, but then what? The third vital post is the command centre, since it not only acts as a radar post, but is also needed to produce any new military units. You should have read the Mentat instructions properly, so you'll be in no doubt as to what the winning conditions are. If you're instructed to destroy the enemy in your sector, it's a pointless exercise to build spice silos, since you should be spending all available spice on your war effort. Similarly, if you need to amass spice to win the sector, you should only build enough weapon facilities to protect your harvesting operation

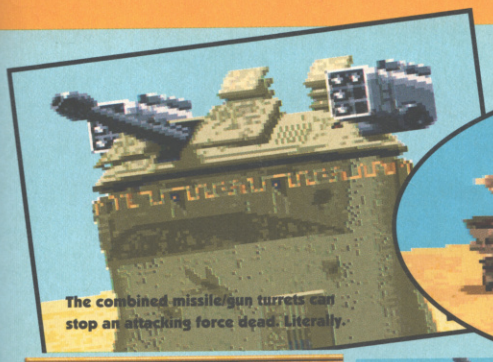
It makes sense to put troop and vehicle production installations at the front of your base, so new units can go straight onto the battlefield. Look at the space available on the rock, and work out where installations are going to go before you build them, and leave a one-block space around the edges to put in walls. Gun and missile turrets are a cheap way of protecting your bases and freeing up your mobile forces for offensive manoeuvres, but to save credits, only build fixed defences once you've worked out where the attacks are coming from, and reinforce them later when you've got credits to spare.

You need plenty of power to supply factories, outposts and spice refineries, and it's always a good idea to build more generators than you need, so that even if they get damaged, you'll have some reserve capacity. Enemy forces tend to target the wind traps for destruction, so make sure they're well defended. As you progress and the threat of Harkonnen Death-hand missiles comes into effect, you should space out your base by leaving bare concrete between the buildings, and making sure that similar buildings aren't together. If you put all the wind traps next to each other, then a single missile could cripple the base by cutting off all your power.

Repairing is much cheaper than rebuilding, so keep all your buildings in a good state by repairing them before they get too low. Many facilities can be upgraded, but will only give you this option if they're in perfect condition. Always upgrade as soon as possible to have the best range of stuff available.

Spice, Harvesting And All That

Harvesting lots of spice is essential, but where there's spice, there's worms, so always take the wormsign warnings



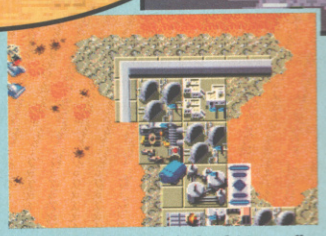
The combined missile/gun turrets can stop an attacking force dead. Literally.

It's a big missile launcher. It launches missiles. Big ones.

Starports are great for buying off-world items, but are prone to long delays.

This is how your base should be built, spread out with installations mixed up rather than clustered together.

The repair base should be as close to the front line as you can manage, so it'll reduce travel time for your vehicles.



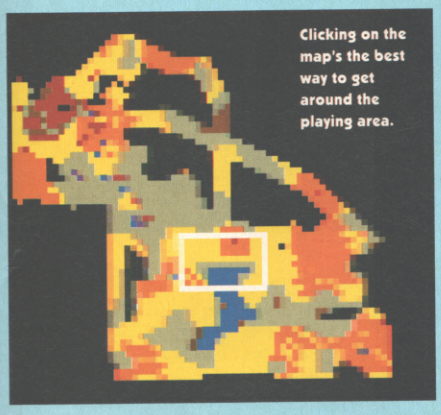
What do you think this is then? It's a wall, isn't it? For crying out loud, you didn't need me to tell you that, did you? IT'S A WALL.

Oh god, sorry about that last one. I was going to make a valid point, and then just flipped out. Sorry.

seriously and move all your units onto rock at the first sighting. Although it's possible to shoot the worms, it's not really worth the effort, and you're better off just running away from them.

Heavy factories can produce spice harvesters – to run the harvesting at full speed simply build an extra harvester for each refinery. This way you can have one heading out empty and one returning full at all times.

The spice fields get used up pretty quickly, but you can replenish them by tripping over the sand mounds, which usually urges a sleeping worm to spew a load of new spice onto the surface. Since the hapless soldiers instantly get eaten, use either a damaged or a single infantry unit for this task, and try and do this when there's enemy units nearby, as they get swallowed up too. A final hint in this bit is that if any infantry turn up and start shooting at your harvester, rather than run away, just turn it round and run them over. Ha ha ha.

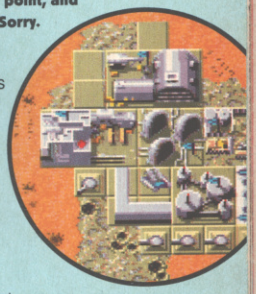


Clicking on the map's the best way to get around the playing area.

Battle For Arrakis

There's more to fighting than just funnelling new troops into the battle, and a bit of forethought can shorten your battles dramatically. Once you've found where the enemy is, your primary aim is to take the battle to his doorstep rather than just defending your own base, since as soon as you put him on the defensive, attacks on your base will start to slacken off.

To maintain the offensive, you need a short resupply line, and the best way of achieving this is to set up a new base just out of turret range using an MCV. As the battle progresses in your favour, you'll find that this forward base takes over in importance from your original one, which should end up as a safe base for your command and spice-harvesting operations. Now's the time to build a repair facility, since it doesn't take long to pull a damaged unit out of battle, and you save yourself the cost of having to build a new one.



Here's a forward base, complete with repair facilities and lots of large guns.

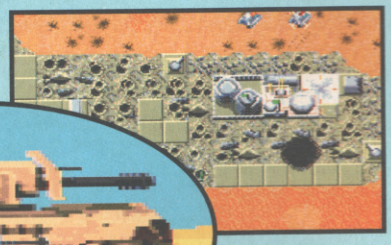
End Game

To win a combat scenario, you've got to flatten the enemy's base, so bear in mind that it's pointless wasting your troops blowing up enemy units when you could be destroying the factories that they're coming from. Similarly, you don't have to destroy gun turrets or walls, so stay away from them if you can.

Even though you can build tanks and missile weapons, infantry still play a vital part in this part of the game, as they're the only units who can enter enemy bases. Moving troops into bases will cause the unit to self-destruct, causing far more damage than shooting at it, and if you can time it so that the building's damage bar's on red, you can capture it rather than destroy it.

The most important buildings to destroy are the construction site and the wind traps, which will deny the enemy the chance of rebuilding his base. Missile tanks are ideal for this task, as they've got a long range and pack a punch. Keeping them at their maximum range will mean that you can put a line of tanks or quads in front of them to protect them from attack, and they'll automatically fire away at the base. Next you should blast the refineries or the harvesters to choke off the credit supply that'll support any repairs or new units. Once you get to this stage, it's a simple matter of mopping up, as there's no way the enemy can recover from this spiral. Running over infantry in tanks is easier than shooting them, and since you can build new units, you can simply wear down the remaining defensive units and blow up or take over what's left of the base. Easy, eh? ●

If you can afford them, build gun posts rather than walls, as they shoot back, and also have the advantage of being repairable.



Whammo! A doomed base gets the 'scorched earth' treatment.

Heavy battle tanks are tough but expensive, so buy a vehicle repair post as well.

Harvester been eaten by a worm? Buy one of these instead.

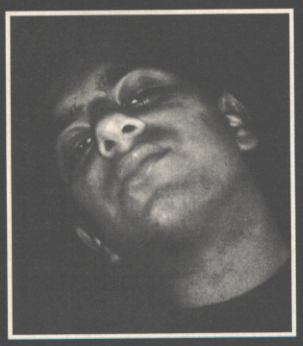
This is the sort of vicious destruction that warms the cockles of my heart.

UNHAPPY?

Then you need...

THE LAST RESORT

with Rich Pelley



We all feel lost and lonely at times, so it's nice to know that there are people like Rich Pelley who we can turn to in our hour of need. What's he's been up to today?

I bet you can't guess what I've been up to today. That's right – I've been opening and sorting the thousands of letters that have have been posted to The Last Resort during the previous month. Except, well, that wasn't particularly exciting, so instead try to guess what I'm going to be doing this evening. (And, I'll just point out, it's not 'opening more of your letters' or anything stupid like that.) Give up yet? Well, in that case, I'll tell you. I'm going to be typing up your letters, answering all the queries that I can, lumping the ones I can't into Loose Ends and rectifying previous problems in Cases Closed. You're probably going to watch something good on telly. Or go down the pub. But I think we both know who is in for the most fun this evening.

LOOSE ENDS

These readers have jumped out of the aeroplane of Despair and pulled the rip-cord of hope, but have failed to open their parachutes. (Ahem.) Can you provide any life-saving back-up?

Q "On level one of CADAVER – THE PAY OFF: (a) How do you get past the two flails? (b) What does the lever in the room where you blow the barrel up with the bomb do? And (c) what do you use the friendly slime for?"
Michael Hall, Clwyd

Q "PUTTY is where my problem lies, specifically on level nine because I just can't get through it. Can anyone provide me with a walk-through of what to do, please?"
Ben Sadler, Bradford

Q "Hi! I've run into a bit of a problem in BLACK CRYPT. *(A bit? This is quite possibly the longest question to ever appear in The Last Resort. In fact – let's celebrate. A prize for the first person to write in with all the answers. – Rich.)* I've arrived to a dungeon at which there are four closed doors. After some time you gain access to four stairwells leading down to dungeons containing water, 'The Soultaker's Domain', a Medusa in the shape of a huge, floating skull and Ramdemons (demonic Minotaurs) respectively. I've cleared the water level but can't do the rest, and would therefore very much like to know the following:

(a) I've fought the Soultaker a dozen times but he always teleports away, so how should I deal with him? One passage is blocked by a teleporter which won't go away no matter what I try, another by pillars. I've located a wall with three skulls on which certain crowns can be placed, but I've only found one which fits.

(b) The Medusa is invulnerable to my weapons and magic, so how can I kill her? I've opened a door with a mirror key and behind it was an identical door. I know where a second mirror key can be found but when I try to take it, it teleports away. There is also a passage which is blocked by an invisible teleporter. How should I use the Ring of Demajen?

(c) In the dungeon of the Ramdemons there is a hole which you can go down (but not up). I've found a locked door, an 'O' key, some Blackjack armour and some pillars blocking the way as usual. How do I get up from the hole? Where is the key to the door? Where does the 'O' key go? What's the purpose of the Blackjack armour and how do I pass the pillars?

Phew! That should keep you busy for some time!"
Jonas Lindholmer, Sweden

Q "WANTED – A knight in shining armour to help me fight my way through SPIRIT OF EXCALIBUR by Virgin. In episode four I have discovered the Kings at LLanbadarnm, the White Tower and a townsman at Gloucester. I have visited Canterbury to get Helye's Book, talked to the scholar at Rochester and gone straight to Exeter. But here, no matter what I do I cannot bribe the townsman to tell me where Merlin is. I have even used the game's in-built hints but these just tell me to do what I am already doing which, as you can imagine, is driving me absolutely bananas."
A Kelly, Southampton

Q "In FUTURE WARS I have reached the Churgon planet and gotten off the ship with the invisibility pill. But it keeps wearing off and I get captured."
GDC Byrne, Dublin

Q "Help! On F/A-18 INTERCEPTOR mission four, how do you rescue the pilot or launch the pod? After killing the two MiGs I circle around frantically pressing keys, but nothing happens!"
Ben Cassie, Cornwall

Q "THUNDERHAWK is giving me problems. What do you have to do on the first mission of the Alaska campaign? The briefing tells me only to fire if fired upon, so I fly around ice station Omega blowing up things as they shoot at me, yet when I return to HQ to re-arm I get sent home. It just isn't fair!"
Ben Vowles, Bristol

ARMY MOVES

Q "I know it's an old game but can anyone dig out a cheat for *Army Moves*? I've only ever managed to reach level two but I've had the game since I was knee-high to a grasshopper's son. Oh, and sorry about the illegible childish handwriting, but I'm only 8."
Alex (age 8), Dorset

A A cheat, you say. Well, try getting an adult to help you type in **KARENBROADHURST** (the name of the programmer's girlfriend – you'll learn all about 'girls' soon) during play for infinite energy. Also, hold down the **ALT**, **1** and **D** keys together for immunity during part one, and **ALT**, **1** and **J** during part two. And you can go straight to part two with the code **101069**.

GOBLIINS 2

Q "On level two, I'm stuck in two screens. In the KAEL screen I cannot give the honey to the Nymph while in the TOM screen I am unable to get the ball because a small boy always gets to it first. Any ideas?"
Pedro Abreu, Portugal

A On KAEL, get Winkle to lift the stone so that Fingus can ride the bee over to the Nymph and hand over the honey. And on TOM, you have to pinch the ball back off the boy. This time send Winkle off to the boy in the house and Fingus to the top right house and you should be able to snatch it back.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I am in the circular Lost City of Atlantis, I have found where Sophia is kept and killed the guard guarding her, but when I open the jail cell she will not come out – she says that it isn't safe. I can't get across the canal either."
Michael Bradbury, Walsall

A Ignore Sophia – you'll be rescuing her later. To get across the canal you need to remove the octopus and place an orichalcum bead in the mouth of the crab raft. How do you remove the octopus? By using a trapped crab. Get the crab by collecting the rib-cage from the subway (found on the outer passageway on the overhead map), baiting it with the sandwich (made out of from the bread from the sub with the cold cuts), and dropping it in the crab room.

PUSHOVER

Q "I'm stuck. You've probably heard that one before, but even so, can you shed any light on how the hell you solve level 49?"

A Unfortunately I probably have even less of a clue about this one than you do having never actually played the game, let alone got stuck on on of its later levels. What I do have though is a list of passwords, of which (a-ha!) here's the one for level 50: **12294**.

WIZKID

Q "On *Wizkid*, once you have got all eight kittens and have beaten Zark to his castle you have to play 'Wizeroids'. But how are you meant to beat Zark's high score of over 50,000?
James Bachellier (age 10), Paignton

A There are two ways to beat Zark's high score: (a) practice, or (b) cheat. (a) probably speaks for itself, so let's elaborate a little on (b). Slowly thrust up to the top of the screen until you are at such a point that you have disappeared off the top but have not yet re-appeared at the bottom. You probably don't need me to tell you that provided you don't move you are now in an invulnerable position, so blast away and rake up that score.

PRINCE OF PERSIA

Q "I have got to level 12 but don't know how to complete it. Can you help?"
A Worried P Of P fan

A I could help, but your request for help is about as specific as phoning the AA and giving no more details other than you've broken down on the M4. Write back and let me have some more specific details of exactly where you are stuck.

Don't actually let The Last Resort be your last resort if you want to air a problem or solve someone else's – write in today and make it your very first port of call! The Last Resort, AMIGA POWER, Future Publishing 30 Monmouth Street, Bath BA1 2BW is the address, and don't forget to mark your envelope 'Questions' or 'Answers', preferably in nice big red felt-pen. It really does make a difference. ●

CASES CLOSED

These AP readers have had their cases closed by other AP readers, if that makes any sense.

SUPERFROG

Q The Spikes on level 6.4 were keeping Zoe Warren of Atherton up at night with frustration.

A "Make sure you have the wings, them jump diagonally from the edge of the spike pit. When Froggy is at the highest point of his jump, quickly pull and hold right on the joystick and immediately pummel Fire for about six seconds. I was stuck here too, so hope this helps!"
Stephen Egginton, West Lancashire

LARRY IN THE LAND OF THE LOUNGE LIZARDS

Q Lee 'Permo' Facker of Worcs couldn't get onto the balcony. Or find the password. Or shut the trash bin.

A "To solve your first two problems, buy a whisky for the man next to the toilet in exchange for a remote control. Take the control to the toilet and look at the wall; on one you'll see that 'Ken sent me' – the password. You will now see a room with stairs in it, but before you can ascend you must turn on the TV set and switch channels until the guard takes notice and walks away from the stairs. Now you can slip up the stairs and get to your balcony. As for the bin, no, it can't be shut, but if you fall into it from the balcony and examine it you should find and object of some use."
Thijs Vissia, Holland

ZAK McKRACKEN

Q Jason Charlton was having far too many problems to mention here.

A "On the aeroplane: go into the toilets and use the toilet paper with the sink. Then turn on the tap and, after a suitable amount of time, press the call button. While the stewardess is clearing up the mess quickly dart to the front of the plane and use the egg (from inside the fridge in your apartment) with the microwave and then switch it on. You then have ample time to pick up the cushion from the seat in front of yours and the lighter which is then revealed. Also search the lockers above the passengers' heads until you find the oxygen tank. Pick this up.

At the cave in Seattle: pick up the branch outside the cave and use this with the fire pit. You can then use the bird's nest with the branch in the pit, and in turn you will be able to use the lighter on the substances in the pit to give yourself some light. The squirrel's nest is irrelevant at this point in the game. You don't have to read the strange markings, simply use the yellow crayon (from the cupboard under the sink in your apartment) on the markings."
Daniel Watkins, Bucks

Q And Mark Ashbury of Banbury simply asked "How do I escape off the plane before it lands?"

A "You do not have to leave the plane before it lands. Simply press the right fire button to arrive at your destination, not forgetting to follow the advice I've given above."
Daniel Watkins, Bucks

INDY JONES THE GRAPHIC ADVENTURE

Q Don't ask me why, but 'Citizen' Smith though it might be a good idea to write in and see if any one knew how to pass the rotor saw.

A "I know that one too! *(Thanks Dan. – Rich)* Click to the right of the rocks nearest the front of the screen. The exact location can be found in the Grail Diary which came with the game."
Daniel Watkins, Bucks

CHUCK ROCK 2

Q Elena Ruggeri of Luton wasn't having much luck at beating Ozric the Octopus.

A "When Ozric spits, jump his fire, and when he submerges, move over the bubble he blows. When the bubbles cease, move a couple of inches to the left. By this time a fish should have jumped out of the water where you were previously standing, so turn and hit the fish towards squid-face. Repeat this several times (Ozric's eyes will enlarge if a successful strike was made) remembering to dart to the left edge to avoid the third saliva ball fired at you."
Stuart Handcock, Birmingham

ASSASSIN

Q You wouldn't believe how stuck Simon Lake of Devon was beneath the crane down the entrance shaft.

A "Er, Simon, stop being so crap. Keep going down, head left until you reach the base of the level and cling onto the ceiling and go right to the end. *(This is help? – Rich)*"
Simon Dominguez, Essex

LURE OF THE TEMPTRESS

Q Two issues back Steven Scott of Hants asked how to get into the hall where Goewin is held, and in a rather pathetic attempt to keep up my image as Top Amiga Game Expert, I secretly browsed through issue 18 and stole the answer. Except it transpires that I wasn't much very help after all.

A "Sure, you require a disguise, but gaining it isn't easy. Take the flask and break into Taidgh's house using the lockpick Grub handed to you. Light the burner with the tinder box and when steam rises use the flask on the tap. Get of the house and when nobody is about drink the potion. You will now be disguised as Selena, and the guards will foolishly let you in."
Christopher Trigg, London

DUNE

Q In AP29 (yup, *AP29* – these 'Cases Closed' enthusiasts are pretty darn quick off the mark, you know) Poels Tim (from Belgium) was thirsty for Chani-rescuing advice.

A "If all the forts have been captured, Chani will be found. Use more espionage troops, and visit every fort after it falls to find and interrogate the Harkonnen captain (if there is one). And during a fight, ask troops with weirding modules to search for new equipment – they should find atomics at one of the forts, at least."
Dominic Conneally, Metallica fan

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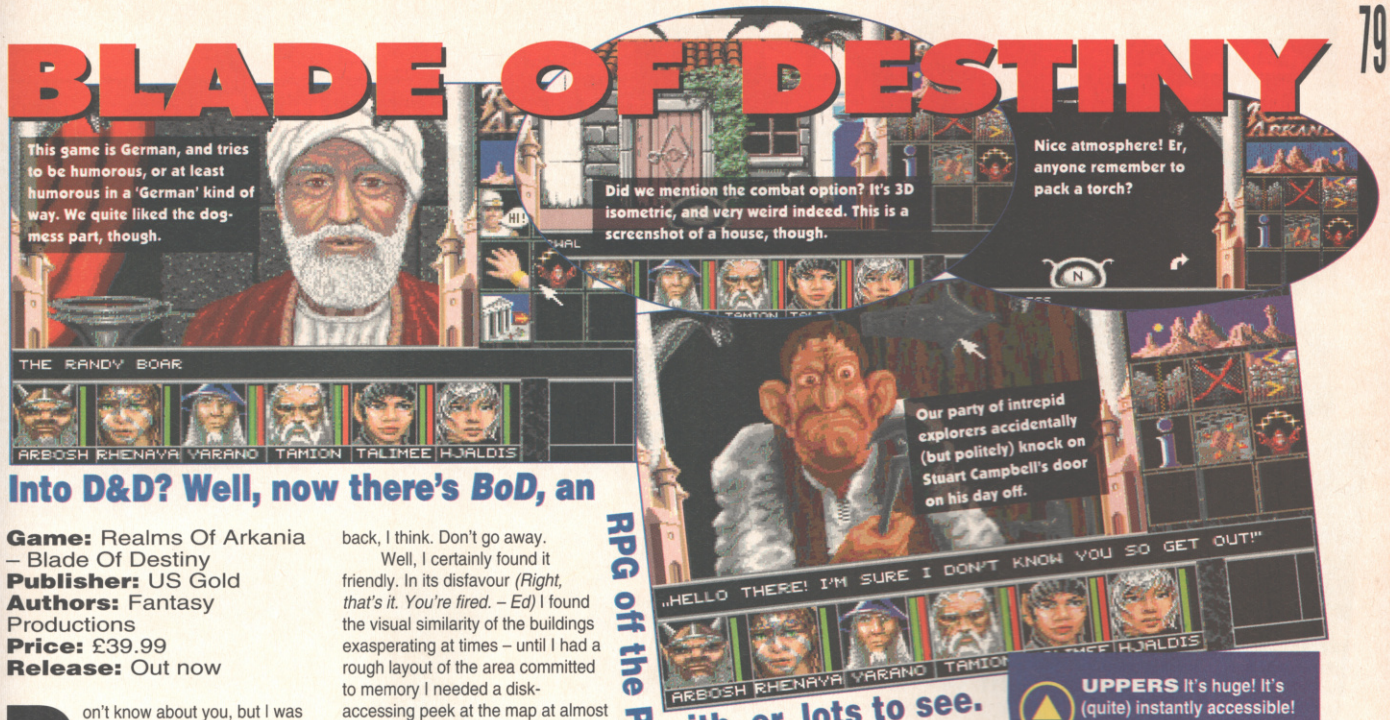
BLADE OF DESTINY



Into D&D? Well, now there's *BoD*, an RPG off the PC with, er, lots to see.

Game: Realms Of Arkania – Blade Of Destiny
Publisher: US Gold
Authors: Fantasy Productions
Price: £39.99
Release: Out now

Don't know about you, but I was never too fond of any RPGs up to the time of *Beholder 2*. It was the puzzles that got me; their 'solve this or – ha! – you can't get any further' nature I found frustrating, unnecessary and bereft of realism.

Things changed with *Ishar* and its sequel, which, by offering freedom of movement and superior character interaction, looked great on paper. (Can't say I've played them, though.) Then came *Might and Magic 3*, which was not only far bigger, but by allowing exploration outside any one particular puzzle provided scope, authenticity and just the sort of inspiritment you needed *(Rich, I'm not going to tell you again about this 'making-up-new-words-when-you-can't-think-of-the-proper-one' business. – Ed)*. Character interaction was enhanced as you inevitably found yourself popping into temples, shops, banks, taverns, inns and such, usually for something more vital than a friendly hello. And then there was *Legends of Valour*, which I seem to remember reading a review of, once. The RPG to end all RPGs, apparently. Texture-mapped graphics, hundreds of different routes through the game, and not a statistic or dice roll in sight.

Judging by the press release, *Blade* looked promising. A conversion of a German PC game which took an original team of over 20 full-time programmers over a year to pen, the Amiga version has been voted Game of the Year by such discerning publications as Amiga Joker (whoever they may be). We are promised auto-mapping, archetypes for individual characters, unique 'negative' attributes such as Superstition and Phobias, computer-controlled allying characters, over 200 spells, a stand-alone character-generation program, the option to split your party, over 52 towns and villages and realistic weather. But is it any good? Time to load up, circumspect, and report back, I think. Don't go away.

Well, I certainly found it friendly. In its disfavour *(Right, that's it. You're fired. – Ed)* I found the visual similarity of the buildings exasperating at times – until I had a rough layout of the area committed to memory I needed a disk-accessing peek at the map at almost ever corner. (Why they couldn't have the word 'Tavern' above the taverns, or 'Shop' above the shops is beyond me.) As ever, you can almost hear the box tittering as you open it and the manual sniggering if you've only got one meg and no hard drive, but even with my A500's mere half-meg upgrade and one external floppy drive, the minimal disk swapping and forfeit of sound seemed quite reasonable considering how large an adventure I was playing.

And large it is too. I'm not sure quite how far I got (over 400 hours of gameplay are promised), but I kind of got the feeling that if *Blade of Destiny* was an ice-cream Snickers, I've hardly even been treated to a peanut *(Blimey. – Ed)*. Having reached a third village, there was still no sign of the nine map pieces I was after (joined together these would show me the location of The Blade of Destiny, which I could use to kill the Orc Chief and beat the game). Going by disk numbers, *Blade* is approximately twice the size of *Beholder 2* – which, suffice to say, means that it's probably huge. The biggest D&D clone to date. I'd expect.

The thing is, having seen the fresh third-person perspective approach of *Legend, Space Crusade* and various console games like *Zelda*, every time I see a straight first-person-perspective D&D clone I can't help thinking it looks a little old hat. I know graphics don't make a game, but after seeing (pictures of) *Valour, Blade's* graphics do little to turn me on.

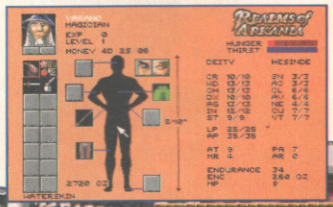
"Over 400 hours of gameplay are promised"

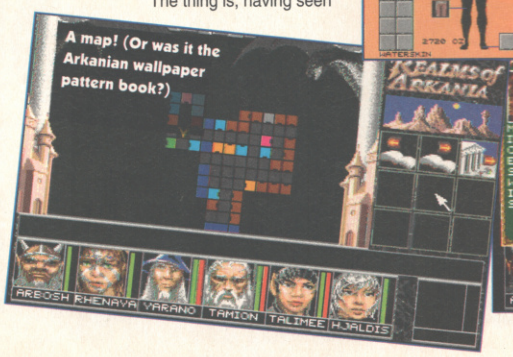
"But *BoD* still has depth and size in its favour," enthusiasts will cry. Personally I found there were so many icons to click on, I wished half of them weren't there.

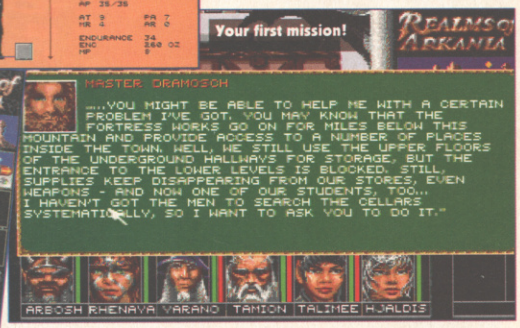
"But *BoD* is still huge," they'll retort, and there I'm beaten. *Blade of Destiny* is very large indeed. I just hope the two follow-ups we're promised are spiced up considerably, that's all.

● *RICH PELLEY*

The character examination screen!







UPPERS It's huge! It's (quite) instantly accessible! And there are more options available than you could shake all eight disks at!

DOWNERS We've seen this sort of thing better before, and *Blade* does little to beef up the well-worn D&D RPG Amiga game genre.

THE BOTTOM LINE

There's little to encourage all but the most dedicated fan here. On the other hand, pages 76 and 77 of the true RPG enthusiast's latest copy of AMIGA POWER are probably already stuck together with excitement. If that grabs you, this will too.

67 PERCENT

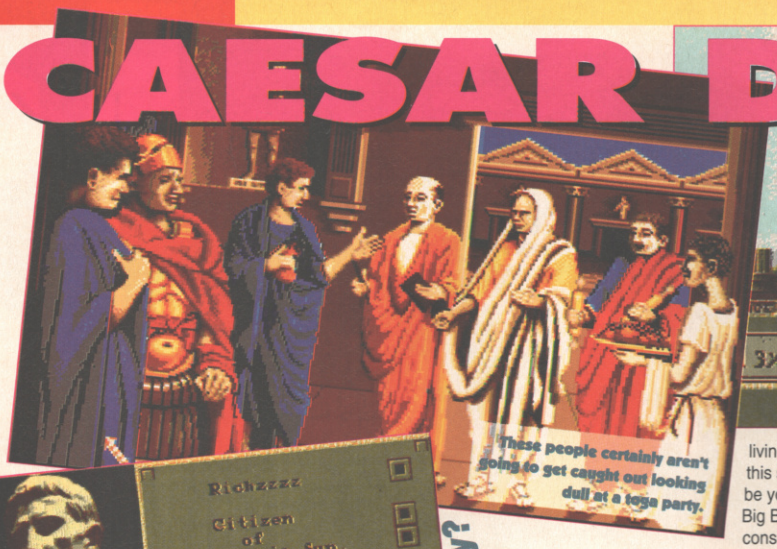
THE BOTTOM LINE

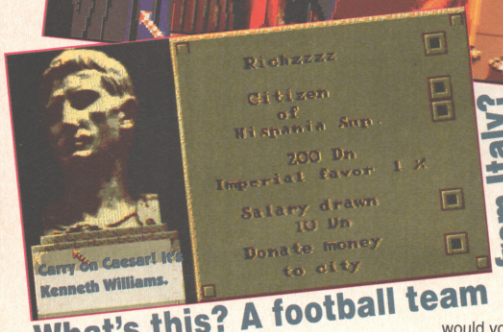
A1200

Remember how I complained that all the buildings looked the same on my A500? They're all different here! It's faster, requires less accessing and sounds better too, which at least deserves some sort of hurrah.

75 PERCENT

CAESAR DELUXE





What's this? A football team from Italy?

Game: Caesar Deluxe
Publisher: Impressions
Authors: David Lester and Simon Bradbury
Price: £29.99
Release: Out now

Populous and *Sim City* were the stepping stones for god sims as we perceive them today, but where *Populous* has been surpassed so thoroughly by its spin-offs and its follow-up that these days a game on the original probably feels a little crude, the evolution of *Sim City* was not so successful. We tried *Sim*-ing the *Earth*, *Ants* and *Life* itself, but these games were both too ambitious and unrelated to our own perceptions, so we still liked *Sim City* best. Hungry enthusiasts were more likely to feed their megalomaniac brains with *A-Train* (or the previous similar *Railroad Tycoon*), seeking power through railways, but there was no other choice than that – until Impressions' Roman variation, *Caesar*. But just how would you explain the appeal of a good god sim to aliens? The answer is of course you wouldn't – you'd run away shouting "Aarrrgh – aliens!" Only when you were safe in bed would you think maybe it's the power, maybe it's the creativity or, as I reckon, maybe it's the way the better you do, the more problems you create.

"The better you do, the more problems you create"

Here in *Caesar Deluxe*, for example, building a forum, linking in a water supply, sticking in a few roads, maybe a baths or two and encouraging some settlers is no problem. Thought must then go into improving conditions for your plebeians, introducing amenities, businesses and entertainment. Watch where you put things – land values will rise if housing is placed next to a market or temple, but plebs will object to living near a factory (yet markets, factories and workshops must be in close proximity). City walls, tax collectors and barracks must also be introduced, not forgetting that taxes are automatically collected from houses near the forum and citizens will dislike living near the army. Searching for this sort of information, I'll bet, will be your first reason to consult the Big Boys' Instructions and bin the considerably thinner Tutorial pamphlet that you probably convinced yourself you'd be able to get away with instead.

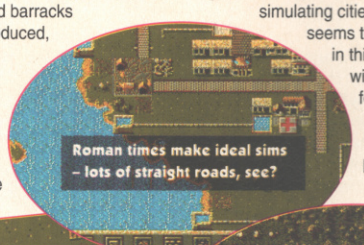
"I always wished *Sim City* had more 'game' to it; *Caesar* has that!" quotes the back of the box, to which I'd have to agree – but rather less enthusiastically, because the 'added game' seems to be a more-than-coincidental hint of *Populous*. The colour scheme? The little men who walk around to show activity? The city walls, towers and forts? It might just be me, but especially in the battle scenes, it does look very reminiscent of a kind of *Populous* 'from above'.

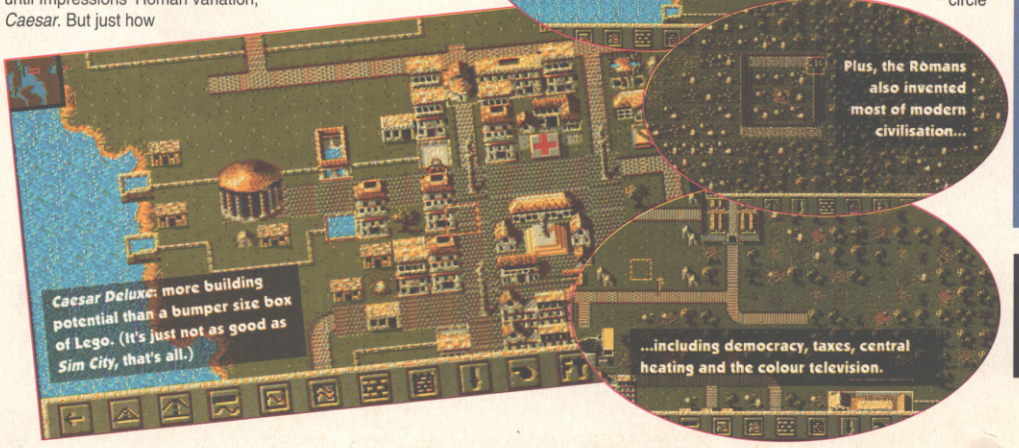
So what of it? Aside from a strangely wobbly cursor and fairly rudimentary graphics, there is little to fault in *Caesar Deluxe* – apart from criticising its very existence. We've established that, great as it was, *Sim City* was a bit of a dead end for nicking ideas from. You can't simulate anything more complicated than a city (it gets *too* complicated – or too boring), so simulating cities in other time zones seems the only option. And in this case, those without a special fondness for the Roman Empire are likely to prefer the present day, which (insert vicious circle here) has already been done. Perhaps the fantasy approach of the mythical *Populous* or the futuristic *Syndicate* is the answer? Anyway, I always preferred the straight win-or-lose aspect of *Populous* and *Mega-lo-mania* to the play-until-you-give-up style of play found here.

Caesar Deluxe tries hard, but it is unlikely to win any prizes for its efforts 20 minutes later. You might also like to spend another £29.99 on Impressions' *Cohort 2* to use in conjunction with *Caesar* to act out all the battles. This is interesting, if a little expensive, but probably isn't everybody's overall cup of tea.

● *RICH PELLEY*

AMIGA POWER only uses the best reviewers. (Rich! A word, please. – Ed)





UPPERS It's very easy to get into, it's very easy to play and what with the prospect of promotion to take over new cities, there's (probably) quite some scope to it.

DOWNERS If you used to own a really nice suit, but then bought another one the same colour – even if it was made in a different decade and by a different company – it wouldn't be that different, would it? *(What? – Ed)*

THE BOTTOM LINE
As a *Sim City* clone it does the job, and it plays better than the official follow-ups, but a *Sim City* clone it is and always will be.

68 PERCENT

THE BOTTOM LINE
A1200
Pretty much the same, except that it scrolls a bit faster. No big deal.

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It sounds like a kind of mental disturbance, like megalomania. Except that was a game...

NAPOLEONICS

Game: Napoleonics
Publisher: On-line Entertainment
Author: Dr Peter Turcan
Price: £34.99
Release: Out now

Barefoot skiing on sandpaper. Watching the entire series of Eldorado in one go. Being stuck in a lift with Esther Rantzen. Eating something bought at Kentucky Fried Chicken. I would rather do any of these than have to endure *Napoleonics* again. *(The rest of us, of course, like nothing better than a nice KFC every now and again. Yum yum. – Libel Ed)*

I mean, ha ha, it's a joke, right? No? You mean someone's seriously trying to sell this commercially?

Napoleonics is a compilation of three 'classic' strategic war sims by a certain Dr Peter Turcan recreating three Napoleonic campaigns – Austerlitz, Borodino and Waterloo. Well, when I say 'recreate', I use the loosest possible meaning of the term – a few dozen matches, a marble and liberal doses of tomato ketchup would capture the atmosphere better.

The originals have their fans, but I honestly can't fathom out why. Even the most rabid wargaming fanatic has got to admit that despite their laudable historical accuracy, as gaming experiences they're excruciatingly dull.

They don't exactly use the Amiga to its full ability. To be honest, they look like they'd be hard-pressed to push a Sony calculator to its limits. They're strategy games so primitive, so basic, so completely devoid of anything that'd make them even vaguely playable that they're about as exciting as playing chess by post. Ah, some people actually enjoy doing that, though. Perhaps they're who this compilation is aimed at.

You can take command of either side in any of the campaigns, which means you can get to be Napoleon, Alexander (the Austrian general in Austerlitz), Wellington (the Brits' top man at Waterloo) or Kutusov (some Russian geezer that history's forgotten). If you can get anyone else to play (which is unlikely) they can take control of the opposing forces, otherwise the computer steps in to do the business.

"You just end up feeling hopelessly out of control"

Basically, all you do is give commands. Up to eight orders can be issued per turn, and each turn lasts 15 minutes of game time. You can only give orders to the generals directly below you in the chain of command; they then interpret them and send them down the ranks to individual platoons.

And that's about it. Apparently the game is historically accurate, and sticks as much to what really happened as possible, but frankly, so what? You just end up feeling hopelessly out of control. Your eight orders do have an effect, but not much. It's about as interactive as Teletext.

And issuing the commands is such a chore. No helpful menu system or straightforward point-and-click selections here, no siree. You have to type everything in – in sentences! Dull, dull, dull. When you receive messages they flash up so briefly you hardly have time to read them. It's nearly impossible to work out what's occurring.

Even worse are the graphics – or lack of them. All you get are some appalling, completely static views of the battlefield that look like they were designed on an Etch-A-Sketch. There's no animation at all, unless you count the pathetic puffs of smoke that appear when your cannons are firing, but you have to squint to spot them. There aren't even any overall strategic maps so that you can see at a glance how the wars are going.

And as for the telescope feature – what a joke. According to the manual (which, incidentally, is also completely crap) if you point at something on the battlefield and click with your mouse, you get a close-up view. Now, I don't now about you, but I reckon that the least we could expect is a little window opening up at that point on the map, showing the regiment in detail. No such luck. All that happens is that the details appear in the message window – you get told what colours the regiment is wearing, or what town or landmark you're pointing at. Hopeless.

Napoleonics is characterised more by what it doesn't have than what it does. And what it doesn't have is just about everything that would make it the least bit playable.

● *DAVE GOLDER*

UPPERS Well, nobody's forcing you to buy it.

DOWNERS Just about everything. The lack of care that's gone into the game is almost insulting. More effort seems to have been put into the historical research than the programming. The graphics are the worst I've seen in ages (including the stuff I get in for PD) and the control system is excruciatingly complex.

THE BOTTOM LINE

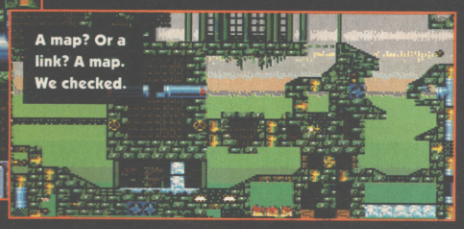
Frankly I can't see why this has been released. It's so primitive, it's like being whisked back to the dawn of home computing. *Napoleonics* really has very little to recommend it, except maybe historical research. You would have be seriously into strategic wargaming or obsessed with Napoleon to derive even the faintest hint of enjoyment out of it.

22 PERCENT

THE BOTTOM LINE

A1200

The little messages from your troops flash up even faster, making them even more impossible to read.



36 levels of fairly solid entertainment.

MORPH A1200 VERSION

Morph's undergone a transformation – it now has

Game: Morph – Enhanced A1200 Version
Publisher: Millennium
Author: Peter Johnson
Price: £25.99
Release: September 21

Morph A1200 Version – it's like *Morph*, only with 50% more levels! (Silence from assembled audience.)

Um. *Morph*, eh? What a terrific, puzzley game. And now, thanks to *Morph A1200 Version*, it's got 50% more levels! (If you've got an A1200, that is.)

(Steady drumming of fingers.)

Right. If that's the way you want it. You will, of course, have read Tim's review of *Morph* in AP27. He gave it 86%, on the grounds that it's one of the most orignal, enjoyable puzzle games to have appeared in ages.

"It's got 50% more levels!"

As usual, the idea's simple enough. You're a little round blob with eyes and a mouth. And your precise form and capabilities depend upon the state you're currently in – solid (in which case you're very heavy, and can roll around), liquid (you can flow through gratings), gas (when you can float upwards) and bouncy solid (when you can bounce around). And you change from state to state by waggling the joystick in the appropriate manner. But beware! You've only got a limited number of each sort of transformation – usually just the right number to make it through the current level. Once they're all gone, it's game over. (Or, at least, back to the start of the level again.) Luckily, though, extra transformations are dotted about the place, and occasionally you'll find yourself having to pass through a transformation block that'll change you whether you like it or not.

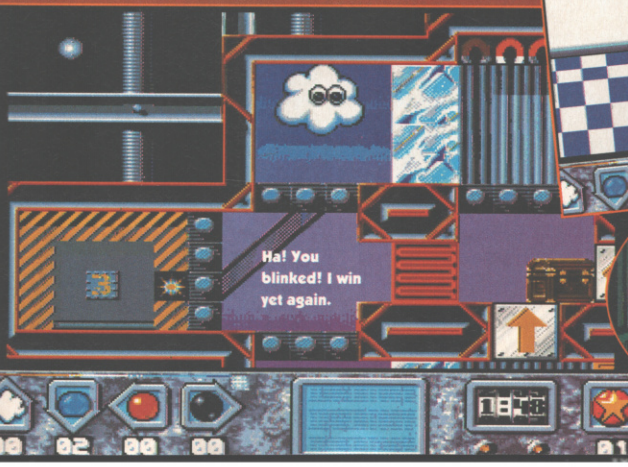
There are other obstacles, of course. Like, er, fans, pools of acid, spikes, fire, that kind of thing. You're vulnerable to each one when you're in certain states, so to make it through each level you've got to make sure you're in the right state at the right time. And you can only move in some directions if you're in the right state, too. (Like, to move upwards for any distance you've got to be the little cloud.) The levels are arranged into four worlds which you can tackle at your leisure, so if you get stuck on one puzzle you can switch your efforts to a different world.

What's so good about it? The puzzles have been extremely well designed – they start off easy, but get incredibly (almost frustratingly) difficult within minutes – much harder, in fact, than the ones in the original game. And it's all very jolly and cute. It's a pretty even blend of thinking, dexterity and going-along-a-bit-and-dying-but-remembering-not-to-make-the-same-mistake-next-time, which has got to be a good thing. It's not something you're likely to return to once you've finished it, but that shouldn't be for ages. And it's not for everyone – you really do have to think very hard all the time.

So why am I telling you all this again? Because the A1200 version has come out. And it's got 50% more levels! *(Come on. You've made it this far. – Ed)*

I know, I know. It's got 50% more levels, WHICH MEANS that if you barely made it to the end of the ordinary version alive, this new extended version will put your very soul in jeopardy. A1200 owners – now there's a version of Morph especially for you.

● *JONATHAN DAVIES*



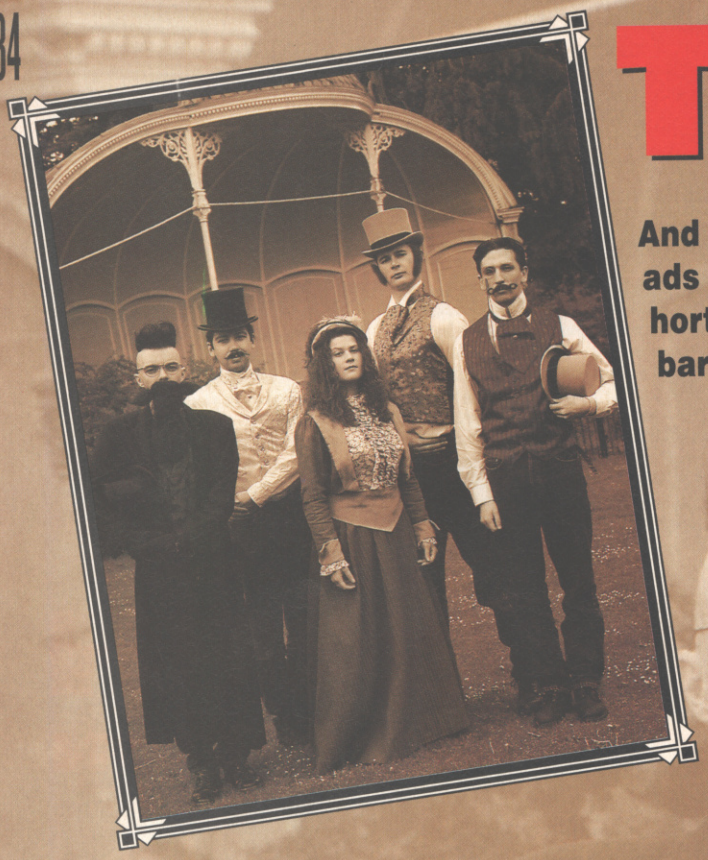
UPPERS *Morph* is a great game that, if it lacks anything, lacks levels. But this new 36-stage version (and that's 50% more!) corrects even that potential flaw, giving you loads more playing time for your money. The levels (after the first few) are much harder than the ones in the A500/600 version too, and the graphics have all been touched up into the bargain.

DOWNERS Don't expect any really extraordinary advances graphics-wise, though. And, unless I'm missing something, couldn't the A500 version have had the extra levels in the first place?

THE BOTTOM LINE

It might only be scoring 1% more than the normal version, but it's a big, important 1%. *Morph* was a top puzzler that could only be improved by being enlarged and toughened up. And now it has been.

87 PERCENT



THE SECR

And welcome back to the world's only reader ads page with a bizarrely Victorian horticultural theme – it's a place where bargains blossom, and friendships grow.

SOFTWARE

For sale: Boxed originals – *WWF Wrestlemania* and *WWF2*, *Lotus 3* and *F15 Strike Eagle 2* all £12.
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For sale: AMIGA POWER issues 1-28, £3 each. Amiga Format 6-23, £2 each. Amiga Shopper 1-12, 50p each. Includes all coverdisks.
Richard Wilson
Tel: 0705 265010

For sale: *Days Of Thunder*, *Amegas*, *Back To The Future 2* and *Prospector In The Mazes Of Xor*, £2 each. *Silkworm*, *Monty Python*, *Stunt Car Racer* and *9 Lives*, £5 each. *Harlequin* £10.
Gareth Haines
Tel: 0453 833547

For sale: *Days Of Thunder* £2, *RoboCop 3* £10, *Zool* £15, *Nightbreed* £2, *Manchester United* £2.
Mark Turner
Tel: 0703 767556

For sale: *Joe And Mac*, *Zool*, *Assassin*, *Street Fighter 2*, £10 each. *Simpsons*, *Motorhead*, *Switchblade 2*, £5 each.
Rob Clayton
Tel: 0228 22752

For sale: *Street Fighter 2* £15, or will swap for *Crazy Cars 3* or *Sleepwalker*.
Stephen Birkett
Tel: 0272 844164

For sale: *Addams Family*, *Armour Geddon*, *D-Generation*, *DynaBlaster*, *Indy Heat*, *Putty* and *Alien Breed '92*, £3 each or £30 for the lot.
Martin Hogg
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For sale: *Project-X*, *Shadoworlds* and *Sleepwalker*, £10 each, £25 for all three.
Mark Edermaniger
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Tony
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For sale: *Monkey Island 2*, *Space Crusade*, *Black Crypt*, *Putty*, £10 each.
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For sale: *Assassin*, *First Samurai*, *Nigel Mansell*, *Zool*, *Magic Pockets* and *Robocod* for £10 each or £50 for the lot.
Daniel Robson
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For sale: *F15 Strike Eagle 2*, *Wonderland*, *Operation Stealth*, *Rocket Ranger* and many others, £5 each.
Stephen Greely
Tel: 0461 204993

For sale: *Zool*, *Espana '92*, *Monkey Island 2*, *North And South*, *Alien Breed '92*, *Smash TV*, *Rainbow Islands*, the whole lot for £50.
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HARDWARE

For sale: 1 Meg A500, VGC joystick, mousemat, dustcover, 25+ original games and mags, £250 ono.
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For sale: A1200, extra drive, speakers and £300 of games, £580 ono.
Alan Lewis
Tel: 0792 794712

For sale: 1 Meg A500 Plus with manuals and 20 games, £180.
Peter Jones
Tel: 0904 412520

For sale: 1 Meg A500 and 91 boxed original games £250, extra drive £25, Philips colour monitor £130.
Graham Pond
Tel: 0277 222294

For sale: A500 Plus with £150 software, £275 ono.
Nick Donnelly
Tel: 0353 624365

For sale: 1 Meg A500 in original packaging, £250.
Robert Penn
Tel: 0628 527138

For sale: Sega Game Gear with six games, all boxed, £160.
Scott Hayden
Tel: 081 5938864

For sale: 1 Meg A500, light gun and £300 of software, £320 ono.
Malcolm Peill
Tel: 0900 824782

For sale: Sega Game Gear with four games, magnifier, carrying case and mains adaptor, all boxed, £150.
Steven Browne
Tel: 0253 879562

For sale: A500 Plus, Action Replay Mk3, 60 games, joystick and mags, £160 ono.
David Moore
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For sale: 1 Meg Amiga, £450 of software, two joysticks, £400 ono.
Calum Dewar
Tel: 0203 341835

For sale: A500 Plus with 12 games, £168 or £183 with colour TV.
Alex Hewlett
Tel: 0865 61194

For sale: 1 Meg A500 with Python joystick, only £100.
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For sale: A1200 with 60Mb hard disk and £300 of software. £500 ono.
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For sale: A1200 with ten months warranty, Power PC880 external drive, Philips 8833/Mk2 monitor, all boxed, £600.
Mr Bell
Tel: 081 8713922

For sale: A570 CD-ROM player with 3 CDs, £140.
Wayne Johnson
Tel: 0473 692854

For sale: 1 Meg A500 with 20 full price games, only £300.
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Tel: 0702 230469

WANTED

Wanted: *Elvira – Mistress Of The Dark* for an agreed amount of cash.
Ian Watts
Tel: 0233 629602

Wanted: *Battle Command* or *Silent Service 2*. Will swap *M1 Tank Platoon* and

CRET GARDEN

Adventures Of Robin Hood for either.
Jon McDyre
Tel: 0530 222147

Wanted: *F1GP, Addams Family, Syndicate, Trolls, No Second Prize.* Will swap for Pacific *Islands, John Madden's, Paperboy 2, Switchblade 2* or *Carnage.* Others also available to swap. Will pay reasonable prices.
Jon Dickinson
Tel: 0237 421528

Wanted: *Knights Of The Sky.* I'll gladly pay £11 for an original boxed copy with instructions with it.
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Tel: 0892 824783

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Tel: 0873 811791

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Tel: 0252 870941

Wanted: *Battletech* and/or *Battletech 2.* Will swap one of my games or pay for it, whichever comes first.
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Wanted: Boxed original of *Wings.* Will pay £10.
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Tel: 0342 824359

Wanted: *Warlords.* Boxed with instructions. Pay up to £7.50.
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Tel: 0726 85105

Wanted: *Into The Eagles Nest, Company,* or the excellent *Pandora.* Will pay a reasonable price for any original boxed copy in good condition.
Dave Wolton
Tel: 0860 874099

Wanted: *The Chaos Engine.* Will swap for *Street Fighter 2* and *SEUCK.*
David Darwent
Tel: 0433 620621

Wanted: *Warhead, Apidya* and *Exile.* Will pay up to £10 each or swap. Original copies only.
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Tel: 0533 772781

Wanted: Second-hand printer in good working order to suit Amiga 600 as cheap as possible.
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Swap: Wants new boxed *Wing Commander* for your good condition *Epic.*
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Swap: *Birds Of Prey, Wing Commander, Reach For The Skies, Trolls, Gobliiins, Nigel Mansell's* for any decent boxed games.
D Dowson
Tel: 0865 69189

Swap: *Wizkid, Assassin, Crazy Cars 3, Arabian Nights, SF2, Flashback* for *John Madden's, Lionheart, Nick Faldo's Golf, Monkey Island 2, Superfrog, Apidya.*
Paul Haydock
Tel: 0204 708179

Swap: *RoboCop 3* or *Lure Of The Temptress* for *Corporation* or *Hunter. Off Road Racer* for *Weird Dreams.* Phone between 6-7pm.
Stephen Barbour
Tel: 0496 2118

Swap: *Body Blows* (version 2) for *No Second Prize.* Must be in good condition. *Shoot-'em-up Construction Kit* for *F/A18 Interceptor.* No Pirates.
Stevie Bruce
Tel: 041 3344138

Swap: *John Madden Football* (boxed). Will swap for *Trolls* (A1200) or *Crazy Cars 3* or *NS Prize* or *Desert Strike.*
Jamie Carr
Tel: 0329 236514

Swap: *Flashback, Desert Strike* or *Nick Faldo's Golf* for *Monkey Island 2.* Boxed originals only.
Andrew Menniss
Tel: 0622 765928

Swap: *Addams Family* or *Zool* for either *Jimmy White's Snooker* or *Populous 2.*
Matthew Johnston
Tel: 424584

Swap: *Space Legends, Shadowlands* and *Smash TV* for any of these: *Dune Another World, RoboCop 3, Darkseed* or any other interesting games. Phone after 7pm or at weekends.
Darrel Wright
Tel: 0602 308573

PEN-PALS

Andrew Elliot
57 Lambley Lane
Burton Joyce
Nottingham NG14 5BG
Looking for good looking 11-12 year-old girl. Willing to send photo with reply letter.

Shaun Browne
77 St Walstans Road
Taverham
Norwich
Norfolk NR8 6PF
15 year-old devoted gamesplayer seeks female into horror and A1200s.

Clare Gee
6 Marylon Drive
Northenden
Manchester M22 4WS
I'm 15 years old and would like male/female pen-pal any age.

Bobby
14 Christopher Close
Hornchurch
Essex RM12 6RF
Contacts and pen-pals wanted. No trainspotters or boring people please. 100% reply.

Jeremy
48 Fairfield Close
Penryhn Bay
Gwynedd LL30 3HU
16 year-old poetry and Asimov fan wants to hear from females to discuss the meaning of life and Amigas.

Graham Kavanagh
53 Raheen Park
Ballyfermot
Dublin
Ireland
19 year-old astronomy fan seeking A1200 contacts.

Stergios Bespalof
Panagh Tsaldari
73 Kallithea
Athens
Greece
29 year-old A1200 owner seeks friendship with someone over the age of 24. Interests include music, travelling and reading.

The Scarlet Pimpernickel
60 Merton Park
Penmaenmawr
Gwynedd LL34 6DH
16 year-old A1200 owner and Pearl Jam fan wants male/female contacts who aren't into Take That.

David Diebelius
22 Fiddler Folly
Fordham Heath
Essex
Mad on Amiga games like flight sims. Welcomes all letters. Don't just sit there gawping – get your pen out.

Steven Greenhalgh
21 Yorkshire Rd
Dapto
New South Wales
Australia 2530
Pen-pal wanted to swap hints and general talk about new games.

Dennis Baanvinger
12 Lindenlaan
Klaaswaal
Netherlands 3286XJ
I'm looking for a pen-pal, preferably female, who likes games, reading and sports and is about my age – 17.

Matthew Coleman
61 Wolseley Rd
Freemantle
Southampton SO1 3ES
I like football games, Reggae music and tennis, and would like to write to someone aged 10-13 anywhere in the world.

You can visit The Secret Garden for free – but no profit-making, public domain libraries, or sad-boy lonely hearts, please. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

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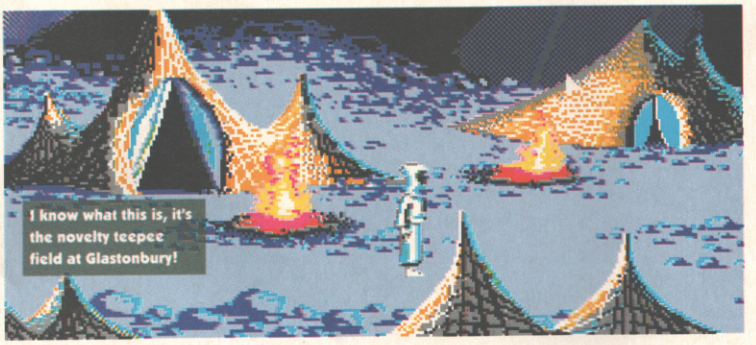
BUDGET

Strapped for cash? Don't worry, you don't have to splash out huge wads of financial spending power to track down some hot gameplay – just check out this fine selection of cheapos and take your pick. It's easy when you know how!

LOOM

Publisher: Kixx XL
Price: £14.99
Release: Out now



When you think of the most glamorous and exotic trades and professions, what is it that springs to mind? Medicine's always a good one, isn't it? There's plenty of appeal in the romantic image of the healer. I always thought that a lute-maker was something special too – imagine being able to make musical instruments as well as play them. I never, in my most bizarre imaginings, thought of a weaver. At the end of the day, a piece of cloth is just a piece of cloth (I don't care if it's a really fancy bit of elaborate tapestry, it's still a bit of old cloth) and weaving it, no matter how skilled a craft it may be, isn't in the least bit romantic.

Strange, then, that *Loom* should feature, as its central theme, weaving. It's easy to see how the idea could have come about – there they all were, at the end of the evening, trying to work out whether they should do the washing up or open the brandy, when a slurred voice said "Hey, man, have you ever thought about the term 'spell weaving'? I mean, like, wouldn't it be funny, right, if, like, when you cast a spell in a game, you had to actually, like, weave it, man?" And so a game was born.

For all that, though, it's really rather splendid. It's a Lucasfilm point-and-click adventure with exquisite graphics and a rather entertaining structure which prevents you from being killed out of the game. If you foul up, you foul up, and you get another chance to have a go at solving the puzzle. It was, they claim, designed to be finished. If only life were like that.

I was chatting to the famous Tim Tucker the other day and we came to the conclusion that if there was a magazine in Heaven it would look like AMIGA POWER. I'd like to add to that the suggestion that if there are adventure games in Heaven, they'll probably be written by those nice people at Lucasfilm/Lucasarts/whatever they are now.

● *TIM NORRIS*

THE BOTTOM LINE
A really rather splendid little adventure game, even if it is centred around the rather prosaic art of weaving.

78 PERCENT

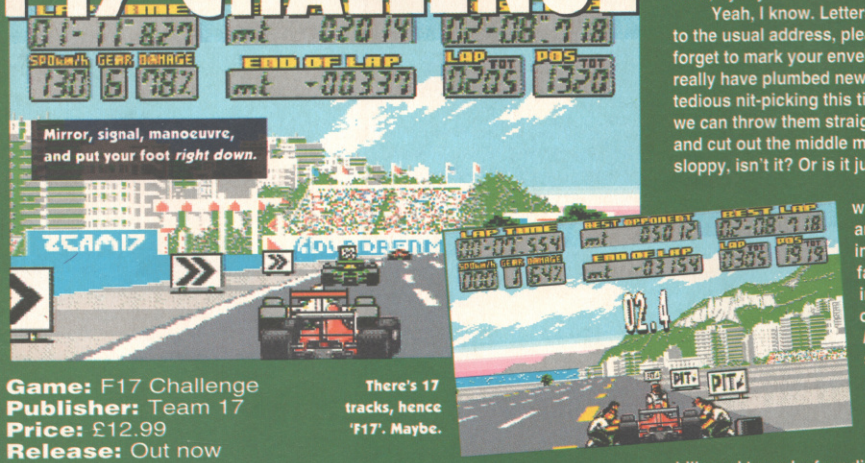
MEAN 18

Publisher: The Hit Squad
Price: £9.99
Release: Out now

There should be a prize for the best guess at just what the 'Mean' in *Mean 18* means. Does it mean the mathematical mid-point of 18? If so, why not save the printers the time and effort in typography and just call it 'nine'? If it means 'average' then the Hit Squad should definitely prepare for a pre-emptive libel case. It is without question below average, m'lud. Or maybe it's due to the asking price of a tenner still being a bit on the mean side and they really want 18 quid. Either way, my money's staying firmly in my mean old pocket.

Golf has always struck me as a game that, despite the undisputed skill involved, is ultimately as pointless as a dog chasing a car. Grown men and women hit a ball with their expensive sticks as far as they can. The further the better. No sooner has this been done than they chase after it, only to hit it away again! Apparently executives play golf as an aid to decision-making and for relief. Send your 'Does executive relief make you blind?' letters to The Hit Squad, alright?

F17 CHALLENGE



There's 17 tracks, hence 'F17'. Maybe.

Game: F17 Challenge
Publisher: Team 17
Price: £12.99
Release: Out now

Now here's a funny thing. 3324 metres is more or less two miles, right? And 303 kmh translates to around 190 miles per hour, right? So if I was to travel round a 3324-metre track at 303 kmh, starting at full speed, you'd expect it to take about (insert sound of calculator keys being tapped here) 36 seconds, or one hundredth of an hour, yes? So how come when I try it on the Brazil track of *F17 Challenge*, it takes me a minute and three-quarters on the game's own clock? That comes to (more tapping sounds) more like 120 kmh, or a less impressive 75 miles per hour, by my sums...

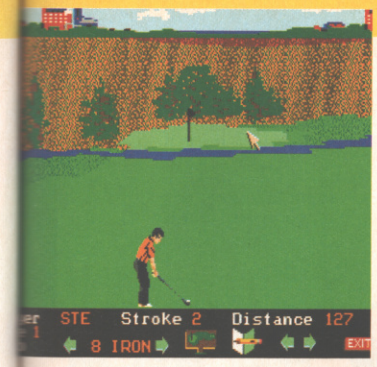
Yeah, I know. Letters of complaint to the usual address, please. Don't forget to mark your envelope 'You really have plumbed new depths of tedious nit-picking this time', so that we can throw them straight in the bin and cut out the middle man. But it IS sloppy, isn't it? Or is it just me?

Anyway. On with the review, and factual information fans join us just in time to find out that this *Pole Position*-style driving game features precisely 17 international tracks with hills and tunnels, four different cars for you to drive, and two different types of game structure.

Tackling this array of statistics in reverse order, we find that the two different game types are 'Arcade' mode, which is a straight finish-in-the-top-three-or-it's-Game-Over stuff, and 'Normal', in which you race on every track regardless of your performance and accumulate championship points, just like real life.

'Arcade' mode is, frankly, a disaster. It's shockingly easy (the difficulty increases as you go through the tracks, but never gets beyond 'laughably simple'). Don't bother with a qualifying lap, just start at the back of the grid, drive up the extreme right of the track where nothing can hit you, and you'll be fourth out of 22 by the time you reach the end of the pit lane. You'll overtake the other three cars inside two-thirds of a lap at the very most (they weave from side to side in what appears to be a completely non-intelligent manner and are hence easy meat), leaving you to just play out the rest of the three laps without crashing into any of the back-markers who you'll meet roughly halfway through the last lap, travelling at about 150 kmh (game speed, that is). Most of the time, then, you won't see another car on your travels – you might have thought *Jaguar XJ220* was tragically low on action and thrills, but this leaves it way behind for tedium.

'Normal' mode, however, rescues things somewhat. There are three



It's odd, but 'mean' isn't the first word that springs to mind when someone says 'golf'.

HILL STREET BLUES

Publisher: Buzz
Price: £9.99
Release: Out now

Unfortunately I've never seen Hill Street Blues. I've seen just about every episode of Cagney And Lacey (twice, probably), one or two St Elsewheres, and loads of LA Laws, but not a single Hill Street Blues. And, even more unfortunately, Stuart started his review of the game *Hill Street Blues* (in AP2, where he gave it 70%) in exactly the same way.

I will begin to deviate from Stuart's review eventually, but not just yet. First I'd better get all the explaining stuff out of the way, and, unless I lie, it's bound to sound similar. The thing is, you're in charge of a precinct which is represented as a bird's-eye-view, *Sim City*-style, scrolling (after a fashion) map. Cars drive around the streets, stopping at traffic lights and everything. People walk about (and lead actual, identifiable lives – there are about 400 of them altogether). It goes dark at night. It looks great.

But as well as decent, upstanding citizens, your precinct is populated by criminals, who go about committing crimes ranging from bag-snatching to serial killing. And that's where you come in. You're in charge of a police force, and as reports of crimes come in you've got to assign officers to investigate them, and get them to check out the scene and interview suspects. You've got little police cars to put them in, and they've got guns they can shoot people with (if it comes to that). Thanks, too, to really detailed graphics and some smashing digitised pictures of

Unfortunately, there's no relief from the tedium of this game. Nothing much distinguishes one hole from the other. The graphics are flat and boring and suffer from the kind of dithering that could be called an out-and-out stutter *(Computing joke. We're sorry. – Ed)*. In fact, the only saving grace is that you may find yourself coming over all squidgy and sentimental about the halcyon days of the good old C64. Regrettably, *Mean 18* has none of the gameplay or charm that the old workhorse's games could muster.

If you like collecting porcelain figurines or watching laundry dry then this might be your kind of game. For everyone else, and that includes all you weirdo golf fans, stay clear.

● *STEVE McGILL*

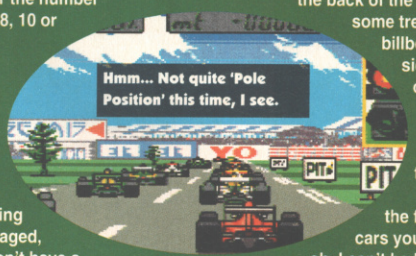
THE BOTTOM LINE

Okay, it's only a budget game, but it really is worth saving up the few extra quid for *PGA Tour*, or even going the whole hog on *Nick Faldo's*. This is cheap, but it's very nasty.

28 PERCENT

difficulty settings (though it's still not at all hard), you can save the game at any time (lose, by some fluke of carelessness, in 'Arcade' mode and you're straight back to the very start), you can alter the number of laps to 5, 8, 10 or 15, and the damage feature present in both modes (every time you collide with something you get damaged, and if you don't have a pitstop to repair it, you'll slow down and eventually trash your car completely) starts to take on some kind of worthwhile meaning, as the backmarkers take their toll on your car and you're forced into pitstops, which give your opponents a chance to catch up and make the game a bit more interesting. It's sort of like playing *F1GP* in the arcadiest mode possible, but not as pretty. Which brings me (and quite cleverly I thought) to the 17 different tracks.

Oh dear. What we actually have here is 16 all-but completely identical tracks with marginally different featureless backdrops, and the Monaco track which is lovely-looking, and hence the one that appears on the back of the box. You get some trees and billboards at the side, the occasional tunnel or shower of rain, and that's your lot.



And as for the four different cars you can drive... oh, I can't be bothered.

● *STUART CAMPBELL*

THE BOTTOM LINE

'Arcade' mode is dismally badly thought-out, but if you stick to the 'Normal' mode, this is an okayish racer. It's still not as good as, say, *Continental Circus*, though, and it's a fiver more expensive. It's dull, to be totally honest, and definitely the low point of Team 17's career so far.

55 PERCENT

MIDWINTER 2

Publisher: Kixx XL
Price: £16.99
Release: Out now

In a world where simplicity and accessibility are usually considered to be the most desirable attributes of almost everything (with the possible exception of the video recorder), it's refreshing to know that people are still keen to try to make me play an incredibly complex game.

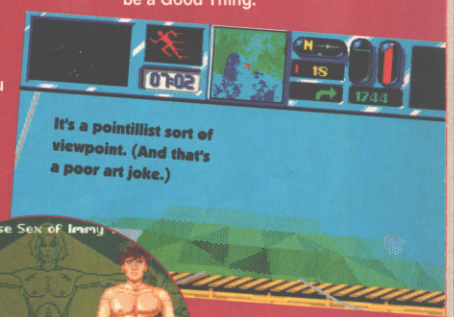
Midwinter 2 – Flames Of Freedom (or is it the other way round?) is big. No, really. When you get a 179-page manual, you usually expect it to be that big because it contains all the instructions in four languages. Not so here, oh no. The whole thing is in English and all of it is important if you want to play the whole game. Does that give you some impression of its bigness?

Thankfully, you can get involved in the whole thing straight away, without having to read all the manual, and it's possible to play *Midwinter 2* as either an action game, a tactical game or a full-blown action/tactical/strategy game. But what, you ask impatiently, is it all about?

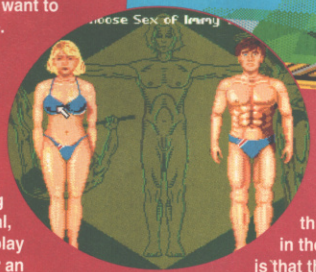
If only I had 179 pages, I'd tell you. Suffice it to say that you're a secret agent (though quite what profit there'd be in being any other sort of agent is beyond me – you'd not get far behind enemy lines if you wore a big placard saying 'Hello, you chaps, I'm an agent' or, say, took out an ad in their local paper announcing your intention to spy on them and sabotage their war efforts). Anyway, it's the future, you're an agent (either male or female) and you've got absolutely loads of agenting to do.

Some of the action is point-and-click stuff, some is polygon-3D-moving-about-the-landscape stuff and there's always plenty to think about. There are also plenty of ways of getting about the place, including my personal favourite – the hot air balloon. Did I ever tell you about the time I took control of a hot air balloon in the clear skies over Berkshire? Well, there we were, in our lovely wicker basket... *(Snip. – Ed)*

There's just so much to it. Have I mentioned that it's big? I know that big isn't necessarily beautiful but in this case, big also equates to complex, and in the world of adventurey strategy-type things, complexity is generally considered to be a Good Thing.



It's a pointillist sort of viewpoint. (And that's a poor art joke.)



And you're not allowed to answer "Yes please".

The worst thing a chap can say in these circumstances is that this is just the sort of thing you'd like if you like this sort of thing. But, er, that's pretty much the case here *(You're fired. – Ed)*. If you want an absorbing game that'll keep you busy for decades, then this one's definitely for you. But it takes a goodly long while to get into it, which means that if you haven't got the patience for strategy-type games and you can't be bothered to read big fat manuals, then you'll never get past the training section and find out what all the fuss is about.

It's not the best game ever by any manner of means, but as a budget release it seems slightly more worthy of a bit of praise. It's just so big.

● *TIM NORRIS*

THE BOTTOM LINE

It's so big. It's huge. I mean – heck, look at the size of the thing. It's so big it's literally not small. No.

68 PERCENT

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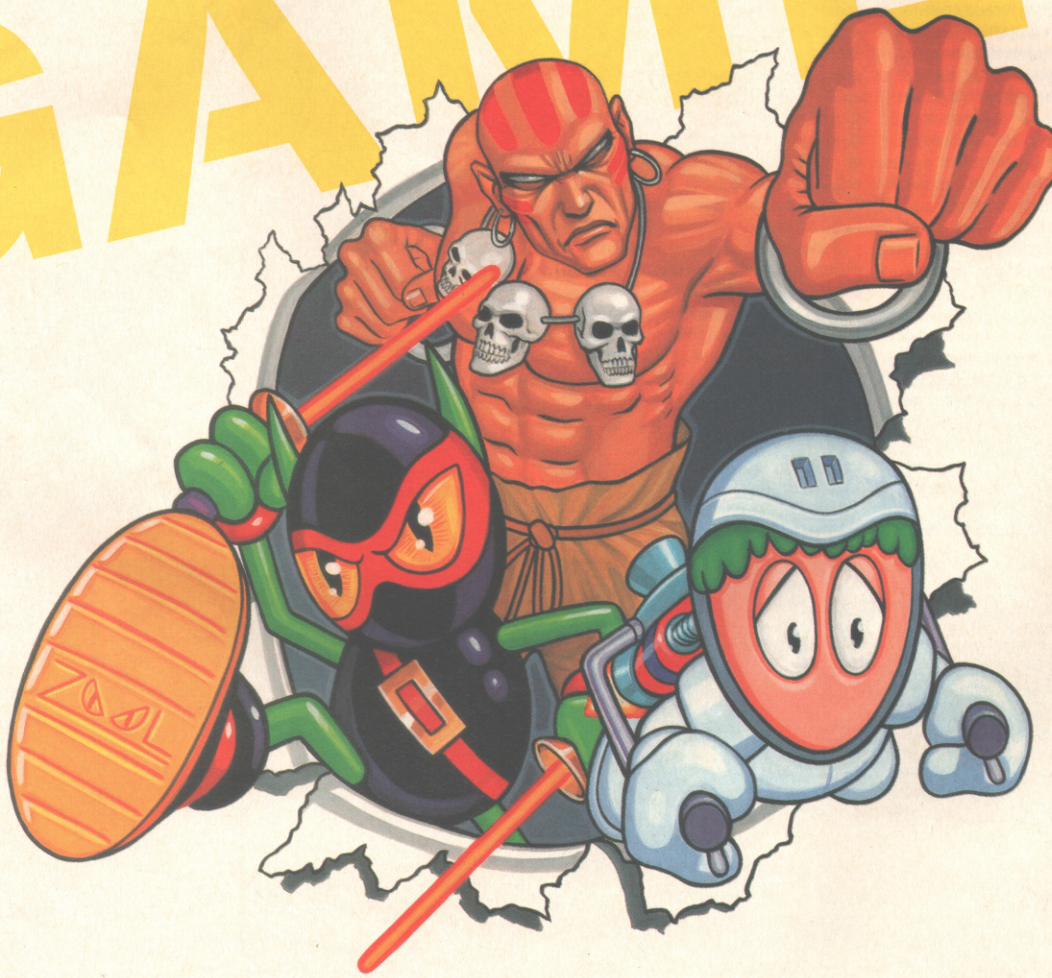
GAMES



STOP RIGHT NOW

We're going to shatter your illusions about games... forever!

It's just like getting told off by the headmaster. I promise to be early. Always.

the show's cast, it's all very realistic.

But it's so true-to-life that, all the time I was playing it, I felt like I really was in charge of a police force. And that I really ought to be paid for organising everyone's lives for them. *(Which you were, actually – Ed.)* Doing it for free just didn't seem right, somehow, and rather boring.

The other thing that seemed a bit odd is the way that you have to tell every single policeman exactly what to do the whole time, right down to getting in and out of his/her police car, arresting people and even simply walking about. There's probably an icon in there somewhere to wipe their noses for them. And while you're making one policemen walk into into a building to question someone, there could be fifteen others just loungning around in their cars waiting for you to take them by the hand and point them in the right direction. Something in the way of artificial intelligence might have been nice.

Hill Street Blues is a really detailed game, and a creditable attempt to do something logical (and a bit different) with a licence rather than blundering in with a walking-about-shooting-people approach. But I found it all a bit tedious and, unless you're an ultra-patient strategy game fan, I think you will too.

● *JONATHAN DAVIES*

THE BOTTOM LINE
Nice to look at, and the theme tune is solidly represented. It's a step in the right direction as far as licences are concerned. But its very detail rapidly got on my nerves, and I never found myself actually enjoying it.

56 PERCENT

FORMULA ONE CHALLENGE

Publisher: Amivision
Price: £9.95
Release: Out now

Sometimes I think management sims are the best thing in the world. Ever. Sometimes I think they're something of a waste of everybody's time. Completely.

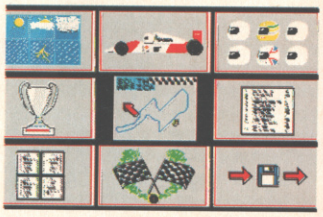
In the first case, what you get is the chance to immerse yourself utterly in someone else's world. You make all the decisions and the mighty computer works out the consequences of your actions. The illusion is utterly convincing and whole days can pass by without you noticing. *(Mere days? Weeks, surely. – Ironic Ed)*

The latter case leaves you wondering why you bothered. Instead of waiting with bated breath while the computer computes its computations, you tap the mouse button impatiently, desperately wanting the whole thing to be over so you can watch Star Trek.

Formula One Challenge (version 4) falls, sadly, with a disappointing splat into the latter category. There's nothing actually wrong with it, as such, but it just doesn't have any pizzazz, any zing, any, er, some other word with a 'z' in it.

You are, in a very virtual sense, the manager of a Formula One racing team. Armed with only a few hundred thousand quid, you must buy some engines, hire

Wahey! Here's our F1 car doing its stuff.



Now we're trying to get some stuff for it.

some drivers and equip your team to take on the might of McLaren, Williams, Benetton and all the rest. There's a moderately neat graphic interface where you make your managerial choices (tyres and stuff) and then the race storms off. You watch a leaderboard with occasional comments as to what's going on. On the face of it, it's a corking idea.

I'm a bit of a fan of the old motor car brmm brmm racing, and I thought I was in for a bit of a treat with this one. But no. It just doesn't have whatever it is that makes these things fab. Errors and sloppiness aside (Nigel Mansell isn't in the 1993 season, chaps, and when the weather changes from 'heatwave' to being merely 'sunny', 'the weather deteriorates' is scarcely a way to describe it), it does have a certain charm. There's plenty of detail in there for F1 enthusiasts, but precious little to enthral them for long. Sorry.

● *TIM NORRIS*

THE BOTTOM LINE
Whatever the magic formula is for the perfect management sim, *Formula One Challenge* just hasn't found it. Oh, and isn't Nigel Mansell racing Indy cars in America this year?

55 PERCENT

TOKI

Publisher: The Hit Squad
Price: £9.99
Release: Out now

Toki, who started out life as a Chippendale, wants to prove to his scantily-clad girlfriend that he's managed to stop smoking. She has, but if her tortured gesticulations are anything to go by she's suffering for it *(Serves her right. – Smug Ed)*. Just as he reaches her, a deadly nicotine patch cast at him by the evil wizard Nicobrevin hits him full in the chest. The nicotine overdose stunts his growth and turns him into a kind of mud-brown James Whale clone with a breath problem. Awakening from the transformation, he finds that his girlfriend's split. Has she sneaked off for a quick puff? Well, that's up to the audience to debate and Toki to find out. What a strange audience they are, too – spiders, gorillas, pterodactyls and more. Pretty much standard James Whale fare, then. True to the nature of this strange hybrid Toki/Whale-beast, hapless passers-by get stomped and breathed on and generally beaten up.

Average platform gamers have already found/are going to find/will never find (please tick the appropriate phrase) *Toki* tediously easy. I'm way below average and still managed to get pretty far on my first few shots, so there.

As for other redeeming qualities, forget it. There aren't any. If this game was a book, it would be Mills and Boonish and start off with an opening sentence such as "His scorching eyes branded her heart with a flame of desire." As far as I know (I'm only a new boy), we don't have a word in the office for a game which in musical terms would be called muzak. But muzak this is. The graphics are nice, pretty, colourful, and so on and so forth. The scrolling is nice and smooth, with no hiccups, snatches, jerks, pull-ups, snares or other snags.

By now you may have guessed that the highest accolade this game could manage would be to be called standard fare. That's exactly what it is. A seasoned platformer could complete all six levels of "high powered action" (snort, snort) in less than a day. Probably. If you've got a spare tenner and don't fancy donating it to the AP benevolent fund then this game may not be for you.

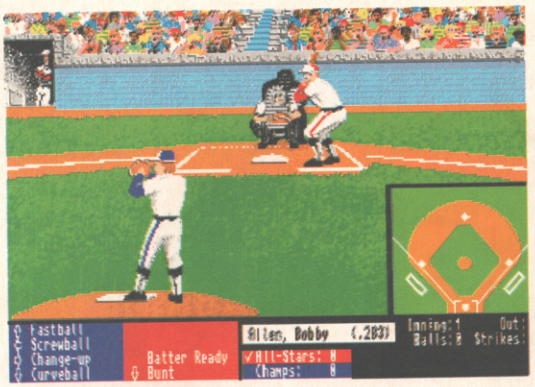
● *STEVE McGILL*

THE BOTTOM LINE
(Completely ignore all of the above. Toki is a brilliant coin-op conversion and Steve wouldn't know a good game if it bit him on the toilet. Don't worry, we'll 'have a word' with him. – Ed)

83 PERCENT

HARDBALL

Publisher: The Hit Squad
Price: £9.99
Release: Out now



Hard ball? It is if it catches you on the head, so play safe – duck!

You've got to be well hard and on the ball if you want to get very far with this primeval (well, 1987) offering from The Hit Squad. Your stamina's going to get severely tested, so load up with crisps, lemonade and crunchy popcorn if you want to stay with the pace. Well, your stamina isn't really going to get tested at all, more likely your attention span. Nevertheless, it has to be stated that there aren't too many baseball games on the go. Is that a good thing or a bad thing? You're the audience, you decide. What do you mean, that's my job?

Ah. Stuart's just told me it IS my job, so here goes. *Hardball* harks back to the days when men were men, women were women and Joe Theismann still had a serviceable knee and the highest pay cheque in American Football (yes, *that* long ago). Despite the visually-challenged graphics, it does have a certain amount of charm in a sentimental old kind of way. There are a certain amount of incidental control and selection details to show that some considered thought has been put into the gameplay. Well, a bit, anyway. Competition against another human being is considerably more stimulating and gratifying to the soul, karma, psyche, darma, essence or whatever than competition against a computer (especially when you win), so stick with that or you're likely to get horribly bored. Practice against the Amiga to tone your skills, by all means, but then throw down the gauntlet or baseball bat to a friend and prepare for the real excitement of computer-assisted mano-a-mano competition.

One word of warning. Keep breakables out of reach while you're playing. You might just want to 'strike' someone or something 'hard' with a 'ball' if you lose. *(Okay, you're only new, so we'll let it go just this once, Steve. Any more of that and you're fired. – Ed)*

● *STEVE McGILL*

THE BOTTOM LINE
Dull and dated baseball sim that, like most things, manages to come up with a fair bit of entertainment if you rope a friend into joining in.
57 PERCENT

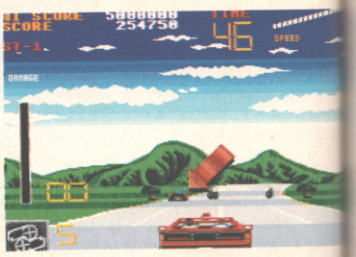
CHASE HQ 2

Publisher: The Hit Squad
Price: £9.99
Release: Out now

You're a road-blasting ever-lasting fast-running good guy. At least you would be if the graphics were up to the promise of the game. *Chase HQ 2* is a poor emulation of the arcade original in every way.

It's acceptable to have a poor-handling car in this type of race'n'chase game if the graphics are blisteringly fast *(Are you sure? – Ed)*. At least this soothes your need for speed. Unforgiveably, *Chase HQ 2* fails on both counts, ie the car handles like a skateboard on ice and travels so slowly that it's in grave danger of being overtaken by granny-walker-equipped bounty hunters. If any such unlikely entities existed, that is.

The severe lack of gaming power is augmented in a uncomplimentary fashion with the comments of the bad guys when



Ah, the lure of the open road. It gets us going every single time, y'know.

you finally succeed in catching them. The first crook, for example, says "Don't talk nonsense, I know nothing". In reality he would probably say something like "Flip off, you illegitimate lovechild of a woman of questionable morals". (Am I allowed euphemisms like these?) *(No. – Ed)*

They say bad things come in threes, don't they? Well, the third irritating thing about this decidedly trivial pursuit is the inordinate amount of disk swapping required between each pursuit. *Lotus Turbo* (choose any version you want) moves faster than this, looks better than this, handles more ergonomically than this and still doesn't require any disk swaps. The words 'sloppy', 'lazy' and 'disinterested' seem to sum it up just fine.

With that off of my chest, I'll fill you in on the good points. There aren't any. Even the meagre asking price of a tenner is far too much. *Turbo Cup* (remember that old gem?) got put out to pasture at a fiver. It still remains one of the best race-and-chase games on the circuit *(Steve, you're quite clearly mad. You're fired. – Ed)*. Unless you bizarrely happen to belong to a select school of tenner-burning idiots, avoid *Chase HQ 2* at all costs.

● *STEVE McGILL*

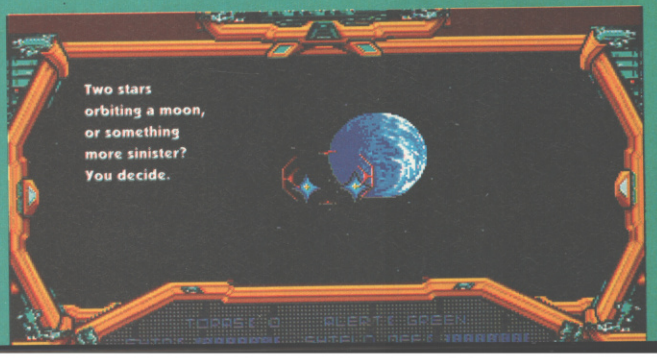
THE BOTTOM LINE
Miles better than the first Amiga *Chase HQ*, but that still only makes it rubbish. Stick with a *Lotus*.
45 PERCENT

STARBLADE

Publisher: Daze
Price: £9.99
Release: Out now

Plots are funny old things, eh? In most cases they're entirely stupid and are almost all utterly without purpose. It always baffled me, for instance, that *Arkanoid* had a plot. Is that bizarre, or what? It's *Breakout* with knobs on (highly polished, ornamental brass ones, granted) – it doesn't need a plot.

Starblade, on the other hand, is in desperate need of a plot. It's the sort of game where ignorance of the plot is potentially catastrophic. It's disappointing, then, that in this budget release, the instructions are so flimsy that there's scarcely room for a story.



As far as I could make out, I was an agent of some sort (so, no big surprises so far), I was on-board a space ship and I had to fly about the place collecting magnetic cards. If I traded stuff a bit *(Elite* style) I could survive for longer. Mmmm.

It's a kind of point-and-click kind-of-adventure kind of a thing with trading, shooting and puzzle-solving thrown in for good measure. The graphics are well-drawn, if uninspiring, and control is intuitive. And it's a good thing it is, really, given the slim nature of the instructions.

Unfortunately, as with many of these 'travel about and collect things in a space ship' games, it doesn't exactly burst at the seams with atmosphere and urgency. You spend most of your time looking out of a large picture window on the space ship, and I can get the same effect standing in my dining room and looking out through the patio doors at night. And I don't have to sell any grain or shoot any rebels. Although I do have to remember to water the weeping fig tree, I suppose.

I'm sorry, where was I? Ah yes, *Starblade*. Well, it's moderately entertaining for a while, but if you want to stare out of windows into inky blackness, bung me a tenner and you can sit in my dining room for a bit. For another fiver I'll even cook you some dinner. Believe me, I'm serious.

● *TIM NORRIS*

THE BOTTOM LINE
It's quite entertaining for a while, but after the while has passed you'll decide that it lacks excitement.
58 PERCENT

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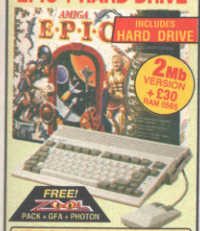

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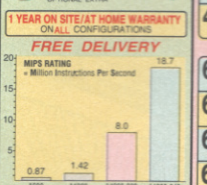

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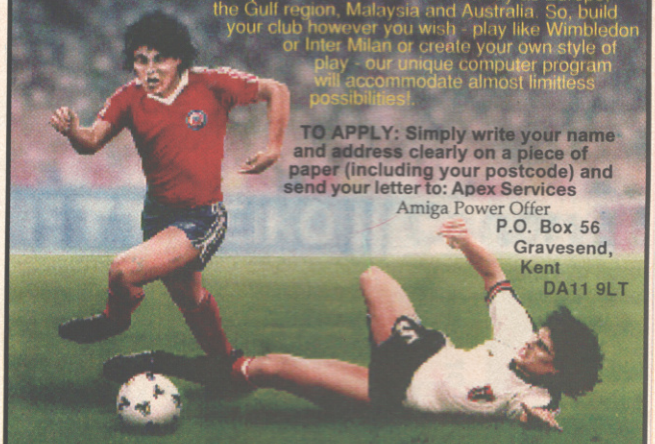

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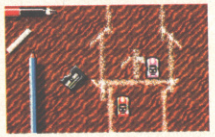
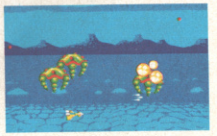
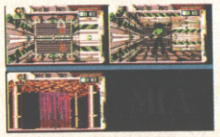
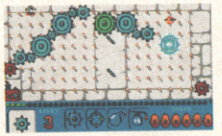
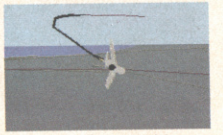
AP

POINTS OF VIEW

Welcome again to the page that's increasingly just an excuse for even poorer jokes than the usual ones.

	 MICRO MACHINES	DIGGERS	BURNING RUBBER	 OVERKILL	 HIRED GUNS	 GEAR WORKS	 DOGFIGHT
STUART CAMPBELL	Small but beautifully formed. ★★★★★	Haven't played it	It's different, dissimilar, and not the same. ★★★★	*Overkill! Kill! Kill!*, more like. ★★★★	*Desired Guns*, more like. ★★★★	Cleverer than it looks. ★★★★	Haven't played it
MARK WINSTANLEY	I agree with Dave. ★★★★	Dig duggy duggy dig! ★★★★	*Warm Leatherette*, more like ★★★	*Not Quite Enough Kill*, more like. ★★★★	*Inspired Funs*, more like. ★★★★	No it isn't. ★★★	Trans-temporal-tastic. ★★★★
STEVE McGILL	It's good. *(You're fired. – Ed)* ★★★★	Biggly boggly baggly big! ★★★★	I agree with Mark. ★★★	Haven't played it	*Admired Guns*, more like. ★★★★	*Tear Works*, more like. *(Stop this now. – Ed)* ★★★★	Chocks away! Will that do? ★★★★
DAVE GREEN	Small game – big fun! ★★★★★	Flubble flubble fluggy flig! ★★★★	*Hot Hatches*, more like. ★★★★	*Overthrilled*, more like. ★★★★★	*Wired Guns*, more like. ★★★★	I agree with Vanilla. ★★★★	I agree with Jonathan
JONATHAN DAVIES	I agree with Dave too. ★★★★★	Wig woggle wuggle wig! ★★★★★	Not as good as *Jaguar XJ220 (Get out. – Ed)* ★★★	*Over The Hill*, more like. ★★★	*Tired Guns*, more like. ★★★	Haven't played it	Haven't played it
VANILLA ICE	Micro street cred, more like. ★★★★★	*(What the hell's going on here? – Ed)* ★★★★	Haven't played it	I've been stabbed, you know. ★★★★	*(You're All Fired Guns, more like. – Ed)* ★★★★	Check out the hook while my DJ revolves it! ★★★★	What happened to my career, anyway? ★★★★

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NEXT MONTH

DISMAL FAILURE

Psychic prediction fans will be disappointed to note that we scored an exceptionally pathetic one out of four last month, with only *Micro Machines* from our planned selection of reviews actually making it into the finished magazine. With that in mind, we've decided to give up on the guesswork, and simply pad this space out with lots of non-committal wibbling, as usual. There. Bye.

out with lots of non-committal wibbling, as usual. There. Bye.

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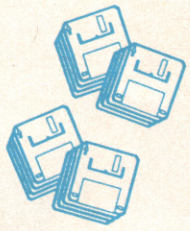

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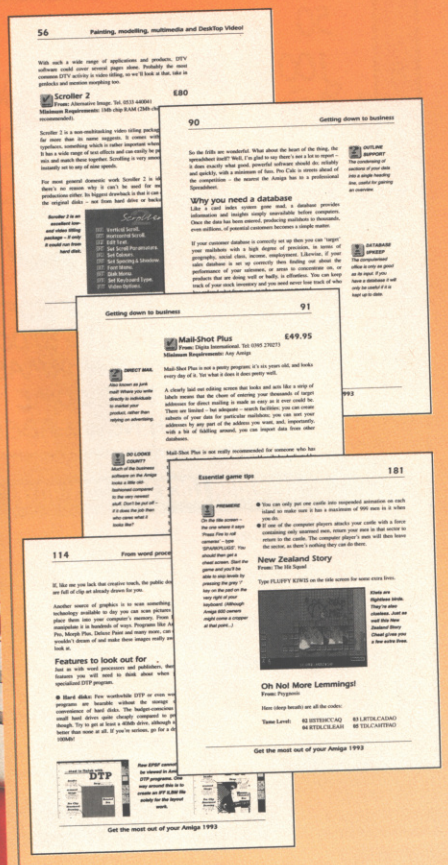

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'MY EXAMS HAVE FINISHED'

Hello there AP,
I've had a lot of time on my hands recently as my exams have finished and I don't have to go back to school till September, so in the quiet mornings when my friends are in bed, I've been reading some back issues of AP. I've noticed that when you started out, you did a lot of Work In Progress features. Now, I don't know if you've put the industry's nose out of joint so that they don't talk to you, but this doesn't seem to happen any more and I think it should. In fact, you should do a different software house each month, one after the other, and then repeat them by the time you've done 'em all.
Yours hoping-you-like-the-idea-edly, Michael Smith, Leighton Buzzard

Er, so what do you think all those grey pages between True Stories and the reviews are, Michael?

'AND A BOTTOM END'

Dear AMIGA POWER,
I read with interest your article on 'cyberpunks', but either your memory banks failed or you ran out of room because, with the exception of New Romantics and Billy Idol, you failed to include anything on cyberpunk music, Now, far be it for me to criticise the glorious AP, but come on! New Romantics? Billy Idol? I'm sorry, but all New Romantics are big girlies and Billy Idol only qualifies because his legs are mostly metal. Hardly the sort of music your average cyberpunk would be found listening to, is it?

Real cyberpunks listen to music for men (and women) with loud pounding rhythms and a bottom end heavier than the M25. I suggest any budding cyberpunks tune in and listen to the likes of Minstry *(sic)*, Nine Inch Nails , VoiVod, Fear Factory , Treponem Pal, Godflesh and Optimum Wound Profile. That lot will do for starters. Then of course there are the older cyberpunk groups that were all a little before their time, like Hawkwind, Rush, Joy Division *(You're just being silly now. – Ed)* and Ein-thingy Neubauten (not too sure of the spelling on that one) who used power tools on stage and quite literally took the place apart! Very cyberpunky, that.

So there you have it – a quick, up-to-the-minute guide on music for cyberpunks. Hopefully, all the young and impressionable people who buy AP will rush out and buy lots of records by the above groups. Am I trying to corrupt today's youth? Of course I am – you can't beat a good bit of corruption!
Yours Industrially, Francis Donlevy, Bromley

Dear oh dear, Francis, you really did miss the point on this one, didn't you? For the benefit of you and any other satirically-challenged readers, the cyberpunk feature was a birrova spoof, a birrova gag. Hence the line "Do I really have to listen to 'industrial' music" (we hear you ask) "It's horrible!" which we used in the 'Lifestyle' bit of the piece. And I very much doubt if any of Joy Division ever thought of themselves as 'cyberpunk', either. I'm afraid we were poking a little bit of friendly fun at cyberpunk types like you, Francis, and you fell for it. Tch.

'EXCELLENT MODERN ATTITUDE'

Dear Eyes and Ears,
I can't stand people who write saying "I just thought I'd write to make a few points" so I won't, but I'm gonna make a few points anyway.

AP's by far the best read on the market, blah, blah, etc (except for the *Spodland* rhubarb) so if you need to do anything to get sales back up, don't axe things, expand them. More comps, letters, comps, cheats, comps, tips and comps.

Did I mention comps? More please, and why do I never win? Some of the lemming limericks... pah! I'm not finished yet either, I want all readers to write to John Major about the following:

1. All old Spectrum games should be re-vamped and sold in packs of four.

2. The allocation of C4's teletext should be used properly with more letters and cheats, less charts and babble about 'Man With Long Chin'.

3. Dave Green should open up his shirt and show us all his Mario joke.

4. Dino Dini should be deported for letting us down with *Goal!*

And lastly, more 'Viz'-like humour please. The *International Rugby Challenge* review was brill and if people can't take life with a bit of humour over the bad things that happen everyday then God help us. Also, I hope Linda is well and carries on Stuart's excellent modern attitude that words such as 'crap' are okay and used in real life and even on the telly – so there!
Climbing back into my shell forever, Chris Morris, Tadcaster

We agree.

'MY MUM IS A BAD LOSER'

Dear AMIGA POWER,
My mum is a bad loser, she goes in for basically every compo offered to her and wins none of them. Usually this doesn't upset or put her off from going in the next one that comes along, BUT when entering your lemmings limericks compo, she felt she was bound to win with one of her three limericks that she sent to you. When the results came she hadn't won AGAIN! She was very upset, especially because three of your winning entries weren't even proper limericks at all. Yes, that means you, Mark Berharrel, Phil Cook and James Lemmell of Leicester. I understand losing doesn't normally matter BUT when you lose to people who haven't even followed the compo rules, you tend to get slightly upset. So please would you apologise to my mum and get her to stop telling me how unfair it is to choose cheats as winners. I thought it was an AMIGA POWER saying that cheats never prosper.
Yours very ignored,
Robert Cotterrell, Yelling

I don't remember us ever saying that, Robert, but we're sorry anyway, Mrs Cotterrell. But the point is here, that on AP we like competition entries with attitude – ones that use a bit of imagination and originality, and we don't think that's the same as cheating at all. Better luck next time, eh, Robert's mum?

'COULD YOU PLEASE INDICATE'

To the staff of AP,
I remember reading in a back issue of AP that Bullfrog were supporting the A1200 and were converting *Syndicate* to run in high resolution in 256 colours. Is this still correct, will there be an enhanced 1200 version of *Syndicate*, and if so, when will it be out? Also, in future could you please indicate whether there'll be enhanced 1200 versions coming out when you review the standard game? By the way, your mag's great, especially the covers and coverdisks on the last few issues eg *Atom Smasher, Sensi, Extreme Violence, Tangle, Body Blows* and *Stardust.*
Yours Alan 'A1200-version-longingly' Phipps, Leicester

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'KEEP IT UP LADS!'

Dear guys and gals,
Is sponsoring going to make games cheaper? As games rapidly expand as a mass market industry, more and more companies are jumping on the bandwagon and having a go at linking their products to a game: Chupa Chops in *Zool*, Quavers with *Pushover* and *One Step Beyond*, Pringle with Ocean's new golf game – the list just gets bigger and bigger. I can only assume that the commercial companies are paying the software houses to plaster their products all over the place, but is there going to be any end benefit to the consumer? Are we soon going to have to play a game that's got tons of adverts all over the place and zero original artwork, and still have to fork out £30 or more for the privilege?

Even if the price could be lowered by a quid or two, it would be a start. It's nice to see that Team 17 are going ahead with reasonably priced games, so keep it up lads! How about a little investigation into prices and sponsorship on your part?
Yours, Colin McGinley, Duijbure-Huckingen, Germany

Doesn't take much investigating, Colin. Sponsorship does indeed mean companies paying software houses moderately large sums of money to feature their products in certain games. This in turn means that, er, the software companies make more money. You'd have to be a very special kind of naive to put any other kind of meaning on it – we don't remember Robocod *or* Zool, *say, being any cheaper than the norm when they came out, despite being packed to the rafters with chocolate biscuits and lollipops. Or maybe we're just being overly cynical – let's wait a little while and see, shall we?*

DO THE write THING

Sorry Alan, Bullfrog tell us that there won't be a 1200-specific version of Syndicate *– they didn't want to disappoint anyone by bringing out a quick cash-in job with just a few extra sound effects and that sort of thing. The good news, however, is that there will be a data disk with more missions, new weapons, and a multi-player option, out real soon!*

'I'M BEING FORCED BY CIRCUMSTANCES'

Dear AMIGA POWER,

I have a major problem, I'm being forced by circumstances to buy a PC. Why? It costs £499 for a PC with a 40 meg hard drive plus monitor, and my dad thinks this is brilliant. "What a deal, kid, a real computer for less than the price of this A1200 that you keep going on about, eh?"

Could you please help me? I've been using my trusty A500 for three years now, but I'm now afraid that I'm being left behind with all this talk of new Amigas. Could you give me some advice, how can I persuade my geriatric old man (he's over 40) that the A1200 is a better buy? Do I really have to bump the old guy off, or can you come up with a good reason for buying a new A1200 instead of some crappy old PC clone?

Anyway, I like your *Dune* jokes, got any more? I think your mag's the very best and when Linda gets better (soon I hope) then it'll be better.

Yours hopefully, Steven Wight, Dumbarton

Well, I don't know what's wrong with your dad's brain, Steven, but £499 isn't less than £299 in any of OUR maths reference books – quite the opposite, in fact. Tell him to buy the A1200 and use the spare cash for an abacus which might teach him to count properly.

'PORTUGUESE CULTURE DEFENDER'

Dear AMIGA POWER,

I've been seriously thinking about writing to you for a couple o' months, but it was issue 27 that made up my mind, and I'm finally putting pen to paper just to ask you this simple question: Why, for the everburning flames of Hell and the beard of good old Uncle Sam, why would you be interested in reading about what I'm thinking right now? Nobody cares about my personal ideas or ideals, so is there a place in this dirty and corrupt world for a true idealist?

Anyway, after reading the top of page 80 I felt a little discouraged, the problem being that short, to the point letters are far beyond my range. I realised that I'd never read a Shakespearean sonnet in my life and even thought about reading some, but then I came back to reality and turned such a silly idea down. Given that I've recently become a Portuguese culture defender, I prefer Camoes' sonnets anyway.

What I really want to say is that David Hickey's letter in issue 27 confused me a little. I'd always thought that your goal was to make us laugh out throats off, it never occurred to me that you might be trying to help us readers with difficult purchasing decisions. Also, I think I've found a mistake in *Civilization's* manual, as it isn't rocketry and nuclear fission, but rocketry and computers that you need to get space flight. Frankly, I think that software houses should show more respect for us consumers, but respect seems to be something that's getting quite rare these days – it's capitalism's fault.

Moreover, everyone who tries to make a change does so by means of violence, which is also wrong and bad. Why can't everybody be nice people like you and me?

Yours idealistically, Luis Silva, Oeiras, Portugal

PS Do you have a habit of censoring the letters you publish?

Only the ones we understand, Luis.

'TEXT SUDDENLY CHANGES TO ITALIAN'

Dear AP,

I've just bought *Goal!* and I love it, but I've found a few mistakes in it. To start with, if you take a corner in the game and kick the ball so it doesn't go onto the pitch, the game doesn't actually register that it's gone off, so you're left looking at the scanner to get one of your men to the ball. Once you've got the ball, you play on like the ball never left the pitch.

In the advertisement they put in the mags, they claim that there's an editable cup system and a tactics editor, and although I've played this game for many hours, I can't find these things. Have they been trying to con the public by lying, or am I so pathetically stupid and in need of glasses that they're in front of me and I can't find them?

In the manual there are places where words are wedged together, in one place the text suddenly changes to Italian, and there are missing titles. What's going on? There are also many references to the editable cup system, which just doesn't seem to be there.

I really want to know if I've got an unfinished version and whether Virgin rushed it out to make their deadlines, because apart from these obvious mistakes, the game's very good.

Yours footballingly, Hugh Owen, Huntingdon

The cup system was a bit of a cock-up – apparently Virgin didn't realise that Dino Dini hadn't included it until it was too late, and the first batch of copies went out in an unfortunate cup-less state. It's all been sorted now, so if you give Virgin a ring on ☎ 081 960 2255, I'm sure they'll be able to sort something out, possibly.

'SLIGHTLY VAPID AND BORING'

Dear AMIGA (and let's face it) POWER,

First off, can I just tell that Stuart Campbell Deputy-Ed type person, in response to his 'Stuart would just like to say...' bit from AP28 to 'spin his arms in a wild rotation' first? Issue 28 was my first delve into Amiga media culture for a while, although I've got some early copies of Zero somewhere, and being a recent purchaser of an Amiga, it proved invaluable in making me fork out for *Syndicate* and *Dune 2*. One thing I'd like to know is how the hell I'm supposed to do the Atlantic Accelerator mission of *Syndicate* without getting shot to hell. I thought I'd done really well to get that far without much hassle and then – splat.

The letters page was a tad depressing in AP28. It may sound a bit snobbish of me, but I used to read the same type of letters in copies of Crash! when I was into my Speccy (remember them?) back in the mid '80s. I mean, come on! Complain about something original for goodness sake! Like why Radial Spangle aren't at Number One in the charts. Boring complaints like "Why do you review crap games?" are simple to answer – so that

JAMES POND T-SHIRT winner

'AND SO DOES MY MUM!'

Dear AP,

I love your mag! I love it! And so does my mum!

She's always going on about whether I've read this bit and if I like that bit, and before I even get to see it, she's whacked the coverdisk into the Amiga and is playing the first game. I don't mind this, but I want to buy her a good platform game for her birthday. But she doesn't want ghosts and skeletons. She wants flowers and fluffy animals, jolly music and sound effects, so could you please suggest a game which needs to be:

- Quite easy
- Not too fast
- Easy to control
- Nice 'n' jolly.

Thanks a lot! You! Nice people! You!

Yours gratefully happily, Michael Reed, Hurstpier Point, West Sussex

Easy. Rainbow Islands. *Next!*

ZOOL T-SHIRT winner

'IT'S 2.17AM'

Dear AP,

It's 2.17am and insomnia is once again rearing its ugly head. It's times like these when I ponder some of life's great mysteries, like what Mr Benn did for a living. I mean – he spends all his time going to a costume shop to live out his fantasies. Is this in his lunch break or what? The only clues I have are that he wears a suit and is highly telegenic, which isn't much to go on, but I'll work it out.

In Linda's continued absence, it seems that a serious error has occurred in the AP office. Where's Sarah Tanser? She gets to do one review in AP27 and one in Amiga Format 49 and then she's thrown back into Amiga obscurity. I think it's disgraceful that such a talented and witty writer isn't part of the AP team, so go and bring her back. Never mind if she's got another job, headhunt, bribe, blackmail or kidnap her, and if she's not back in AP30 then I'll, I'll... (actually, can I get back to you on that one?). My new campaign STIFF AP (Sarah Tanser Is Female, Funny And Pellucid) will continue until she's returned. We're going to finance it with my brilliant money-making scheme.

It's easy really, take *Pacific Islands* and change the ground from green to orange and you can sell it as a new game for £30 a pop. Of course, I need to come up with a new title, so how about cashing in on recent events and calling it *War In The Gulf?* Unfortunately Empire have stolen my idea, and even worse than that, it looks like being a winner as Mark gave it a glowing review in AP28. Oh well, back to plan B: I'll bung in white scenery and the occasional polar bear and sell it as *War In The Antarctic Islands*. Give me a few weeks and I'll send Mark a copy to review. Well, it's almost time to get up, but only if you're a farmer. So I'm going back to bed.

Goodnight Linda, goodnight Stuart, goodnight Dave, goodnight Jacquie, goodnight Lisa, goodnight both Tims, goodnight Mark and goodnight John-Boy,
Ian Ritch, Monifieth

Hey Ian, did you know you can now get decaffeinated brands without losing any of that great coffee taste?

DO THE write THING

CHUCK ROCK T-SHIRT winner

'SLIPPING IN THE REAL RUDIES'

Dear AP

Over the last sweaty handful of issues, I've noticed a change in your magazine. Even in AP's early days, the mag managed to skillfully avoid being an out-and-out computer mag, but now there's a metamorphosis taking place. Thankfully the change is most definitely for the better, but am I the only one who's noticed?

The mag's starting to spread its readership wings over a larger and larger area of people, the great sun of AMIGA POWER is rising higher in the sky, yet curiously casting a longer shadow. The reason for this change could be the ever-swirling vortex of staff, or even the new Editor, but my theory is that it's the new sense of humour that's eased itself into your publication. There's always been the wit of the picture captions in the budget section, but now there's a new wave of alternative humour that I first noticed in the review of *International Rugby Challenge* with its infamous 'Life's a bitch...' box. And after that you started slipping in the real rudies:

AP27 page 72 – Close to the bone
AP28 page 37 – Closer to the bone
AP28 page 83 – Shatters the bone.

I laughed at the first two and almost dribbled with mirth at the last one, and I'm quite ecstatic about the changes in your mag. If this humour continues, then the reader bracket is bound to increase as already I've seen people who aren't into computers taking private peeks at my copy of your mag. Actually, I've made a relatively serious point in this letter somewhere, so find it.

Yours un-censoriously-forever, Jon Dickinson, Northam

We can't be bothered, Jon. But thanks for writing anyway.

people know they're crap and won't waste money on them. No disrespect intended to Chris Murphy and Michael C Henderson, I'm sure they're very nice people. Just slightly vapid and boring, perhaps.

All I can say in finishing is that if you've got nothing worth saying, then at least WRITE about it. Final reminder, the album's called Ice-Cream Headache and it's by Radial Spangle. It's a great record to whip someone to and is therefore heartily recommended.

Must dash, Hilton McBabreddy is calling me, Neil Cully, Halifax

PS I work in insurance.

'DEVIOUS SLUGS OF YESTERYEAR'

Dear AMIGA POWER,

I'm writing to complain about the compo in issue 28. Unless the devious slugs of yesteryear have deceitfully wrapped me in a colourful blanket of confusion, you are a games magazine and Alton Towers is a theme park, so what has AP got to do with AT? I hate theme parks, especially ones with large roller coasters, they're far too scary for anyone with a fluorescent green dressing gown, like me. I don't see how you can use Alton Towers with an Amiga, they just aren't compatible. Have you ever tried to fit a theme park in your disk drive? Well, I can tell you that it's a lot harder than you might think.

It's not only this compo that strays away from the Amiga. Tell me, do any of the following have anything to do with Amigas – various articles of clothing, holidays to Europe, a VCR, a load of office rubbish, a portable music thingy, a remote controlled vehicle, a camcorder and a multigym? I'm sure if you tried hard, you could find a remote connection between these prizes and Amigas, but what I want are games. I know you usually offer them as runners-up prizes, but if I was to win a useless piece of junk, I'd rather you gave it to somebody else and let me have a proper Amiga game instead.

There are many things I hate in life: sport, music, people, newspapers, theme parks, the government, money, time, adverts, Americans, TV, loud children, taxes, food, consoles, flowers and my sister to name but a few *(Are you absolutely sure you haven't missed anything? – Ed)*, and the only things I really like are my Amiga and the ravishing games magazine that I buy for it. With this in mind, I don't think that there'd be much point in me going to Alton Towers.

Yours springing from the sideboard, clutching possessively at the torrents of purple anchovy gravy levitating cunningly past my nostrils as though they were in limbo, Daniel Escott (No relation of the late Jean Baptiste Simeon Chardin), Leighton Buzzard

You'd rather have a copy of a game than a £500 camcorder? You're a deviant, Daniel. But your wish is our command – if you DO win some glamorous consumer goods in one of our competitions, we'll give the prize to someone else and send you a game instead. Can't say fairer than that now, can we?

'INNOCENT FOREIGN TOURIST'

Dear AMIGA POWER,

When writing this letter I get the ominous feeling that its destiny is to act as an absorbent lining in Linda's waste paper bin, or even worse decorating the heads of some innocent foreign tourist whose only mistake was to be passing the AP window. But I digress.

I've just had the pleasure to play a demo of *Stardust* and it's quite simply blown away my conception of Amiga shoot-'em-ups. From the moment the first raytraced rocks rolled gently onto the screen to the second the end of level baddy was consumed in an expanding ball of plasma, myself and my friends were in a state only usually reached by years of dedicated research into meditative states and techniques. We'd all planned to buy a copy of the game the moment it reached the shelves, no matter what the price, and then we find that Bloodhouse are releasing it for only £16.99.

So this letter goes out to all those cracking crews spread about the globe. Please, please DON'T crack the protection on *Stardust*. For years you've all been claiming that the cause of your piracy has been ridiculous software prices, but these Finnish newcomers to the software scene have done something good to break the mould: they've released a game which would have hit the top spot at thirty quid for about half that.

If you let this game pass unmolested, you'll gain respect and a huge moral boost over the towering bloated corporate entities who are sucking us dry, and who knows? If *Stardust* gets to Number One, maybe they'll start to see sense.

'Nuff said, Kieron Gillen, Stafford

And so say all of us.

'WE WIPED YOUR BRAIN'

Dear AMIGA POWER,

You don't know me, but I know you, since I've been observing you through a small camera inserted in Stuart Campbell's head. It was placed there on the night of the 12th April, 1991, when he was on the way home from the pub. Remember that Stuart? Thought not – we wiped your brain. Clever eh? The only reason that he's stayed on at AP since issue one is because of my need to observe your earthling ways – you didn't honestly think he was a decent journalist, did you?

The last months of observation have been more fun than Neighbours, what with Mark's ingrowing toenail and Jacquie's carbuncle bursting over Tim. I laughed for days. I'm afraid that since I've now revealed the source of my information, Stuart must now be shot, and I've come to the conclusion that I shall not be approaching within 100 miles of your offices for fear of being contaminated with the disease known as 'Beingapratitis'.

Yours observingly, Adam Leachman, Lincoln

PS Regards to Dave – See you on Mars, fellow extraterrestrial.

Planet Sad, I think you mean.

'PEOPLE ON THE C64'

Dear AP,

I've recently played *Little Computer People* on the C64. I think it's brilliant and as I've got an A500 Plus I'd like to know if it is available on the Amiga.

R Williams, Clwyd

Yes it is, but you'll probably have a really hard time finding it. Try Activision on ☎ 010 331 4733 9664 if you've got enough money to phone France, or put an ad in our fabulous Secret Garden, of course. ●

AND ANOTHER THING...

PS A small tip: Don't try and tape a 2-hour long film on a video that only has one-and-a-half hours left to run.
Ian Ritch, Monifieth

I'd just like to congratulate Mr Winstanley. Every mag needs a larger than life psychopath and he fits the bill perfectly, giving your already excellent mag an edge over competitors.
Geoff Noonan, Rudgewick

I really enjoyed your review of *International Rugby Challenge.*
Yours Amigally Helen H Smith, Glasgow

PPS Can anyone tell me what happened in the last half hour of Delicatessen?
Ian Ritch, Monifieth

At the end of the day, do you want to be known as BUTT KICKERS or BUTT KISSERS?
Lee Harris, St Austell, Cornwall

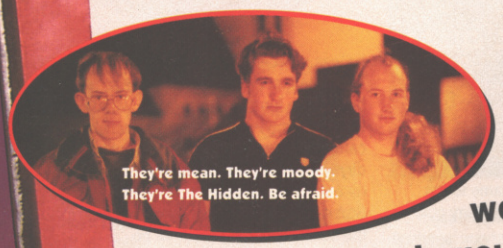
PPPS It's not funny, I was really enjoying it.
Ian Ritch, Monifieth

Mark, you are always welcome here in Croatia. You can have all the guns that you want.
Ozren Harlovic, Zagreb, Croatia

Why don't you write about a game's music very often? You did with *Flashback* and *Desert Strike,* but not with *Jaguar.* This has some of the best music ever to grace the Amiga, with its brill bass lines and great-to-race-to music.
Neil Newsome, Sheffield

It's against our religious beliefs. Next question?

DIARY OF A GAME...



SPODLAND by The Hidden

It's not all work, work, work in the hectic world of software publishing. Craig Howard makes the usual excuses for not having finished *Spodland* yet.

1993 JULY

Today I finally realised that our main programmer, Will, wasn't the superhuman work-demon that I thought he was. The workload on our almost-finished mid-price platformer, *Donk!*, was far too great for him as it was, so expecting him to do the coding for *Spodland* as well was a little bit nasty, I suppose. Now, I could either shelve the work on *Spodland* until *Donk!* was finished, or try to find another coder to start putting *Spodland* together. You'll be pleased to hear that I decided on the latter, as I didn't really want to drag the *Spodland* project out any longer.

Saturday 10

1993 JULY

Will and Paul Douglas (our chum and groovy coder) have come up with a cunning new plan. This involves Paul doing the rest of the *Spodland* coding for us. As the subsequent conversation was between two tech-heads I didn't listen in too closely (I feared that I might fall into a coma once they started getting into serious programming talk), but the upshot of it all is that Paul is definitely 'interested' in working for us in this capacity. Because he's a bit busy for the next few weeks, though, we've decided to wait until he's free and then get him to bolt in some code.

Monday 12

1993 JULY

Today I played at being a politician – ie I did no work, ate and drank too much *(None of which, we should point out, is particularly big or clever. – Ed)*. Yup, today was my 21st birthday. While still in politician mode I also passed a law saying that the rest of the week was a public holiday, so out came the banners and confetti flew down from the windows of every building as the official 'Yay for Craig' procession marched through the streets. *(Readers who missed this year's 'Yay for Craig' celebrations should clearly note the date in their diaries for next year. – Ed)*

Wednesday 14

1993 JULY

The reduced burden on Will has now allowed him to get all the bugs out of *Donk!*, as well as to adjust certain properties of the game after our recent playtesting. But that's not all – Will has also presented us with a super new colourful look for *Donk!* on the A1200. Now it has about 300 colours on the screen – more than any console game ever.

On the subject of the 1200, we've also looked more closely at the possibility of a version of *Donk!* for the CD32. We could definitely make use of the massive disk space and lovely two meg of memory of standard. I must say that the CD32 is far superior to any rival CD systems such as the Philips CD-i, the PC Engine CD-ROM and Sega Mega CD, and it's quite a bit cheaper too!

When you compare the different CD systems, there really doesn't seem to be very much competition. The CD-i is just too expensive for what it is and most of the games for it are crap (just compare CD-i *Pinball* to the CD32 version of *Pinball Fantasies* – not much for Commodore's new baby to worry about there). Games for the PC Engine CD-ROM (not widely available in this country other than on grey import) have been a bit cacky in the past, but recently they've been getting better. Still, the PC Engine is no match for the CD32 in the technical department.

At the moment, the only real rival to the CD32 is Sega's Mega CD – not in terms of tech specs (where the CD32 dumps on the Mega CD from a vast height), but simply because it has got a lot of financial backing behind it from a company that can afford this sort of expenditure. The big C, however, can't afford too much in the way of advertising, as money is especially tight in the company nowadays. Luckily for Commodore, despite all the explosive hype behind the Mega CD products, most of the games themselves have faded with the sizzle that you get when you scoop hot rice onto a prawn cracker.

The CD32, on the other hand, has already got the Amiga community supporting it, which means that it will have loads of good software from the very start. Plus, with the addition of a keyboard and a disk drive, the CD32 will be able to take advantage of the entire wealth of existing Amiga titles, as well as all the public domain stuff – how many consoles have free games available for them, eh? The only warning I will make is that people shouldn't expect every CD32 product to be a full-motion video experience – people will buy CD32s and A1200s for games in all sorts of guises. After all, which would you rather play: *Sensible Soccer* or *It Came From The Desert?* Sure, super-realistic interactive movie games will come in time, but the main risk of a CD system is that the punters have a (totally understandable) tendency to expect too much of it.

In the future, I think that the CD32 will be blessed mainly with A1200 products which take advantage of the increased disk space to give more levels, better graphics and enhanced sound. But every now and then a really groovy CD-specific title will come out to show everyone how smart it really is – obviously these products will become more common as more software companies develop on the machine and the user base becomes large enough to make CD-specific titles worthwhile financially.

The CD32 and subsequent CD drive for the 1200 are undoubtedly the future of home video gaming – they're fantastic systems at fabby prices. No-one in their right mind would buy any other system nowadays as, all in all, they are simply the best. Plus, from a developer's point of view, the CD drive means that illegal copying of games will be much harder, ensuring that software companies will stay with the Amiga market – piracy is the only reason why developers might consider abandoning the Amiga. So, until next month, this is a very optimistic and looking-forward-to-getting-his-hands-on-this-lovely-new-hardware Craig saying 'Byeeee!' *(Byeeee, Craig. Oh, and 'Many Happy Returns'. – Ed)*

Wednesday 28

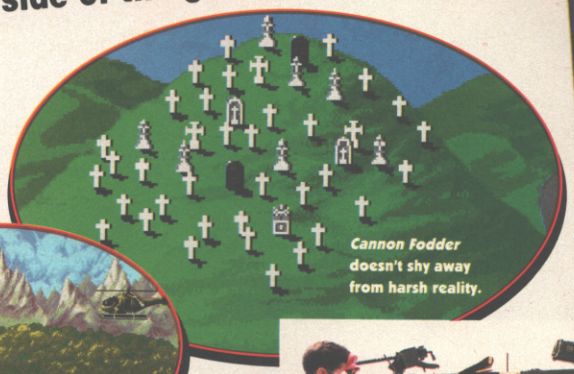
ND ANOTHER GAME

CANNON FODDER by Sensible Software

And there doesn't seem to have been much progress on *Cannon Fodder*, either. Still, the promotional side of things sounds like fun.

Spot Jools and win a super prize. No, really.

Hi! Jools is my name, *Cannon Fodder* is my game and you'll be insane for not buying it! Wow! Did we have fun yesterday? Yeah, we went off down to some sunny countryside locations in south Suffolk to make a 'pop' video for *Cannon Fodder* and to get our photos taken. ("Oh my God!" I hear the astute amongst you say in the realisation that you're gonna get even more *Cannon Fodder* publicity thrust at you for diligent perusal.)



***Cannon Fodder* doesn't shy away from harsh reality.**

'Welcome To The Jungle' warns this handy intro screen.

Hmm. Grown men dressed as soldiers.

But anyway. So just what do I mean about a 'pop video' for *Cannon Fodder* – a computer game? Well, this was Jon's idea. As some of you may know he used to be a musician-singer-songwriter type of thing who, on at least a couple of occasions, was nearly on the brink of international success with his band 'Hamsterfish'. It seems he is still trying to 'make it big' in the music industry, and to this end, has composed a couple of rather sexy tunes for *Cannon Fodder*. One's a rather delectable front-end menu piece called Narcissus, which, all being well, will be released by a very famous male singer in the not-too-distant future. The other's a real toe-tapping thigh-swaying reggae track called something like 'War Has Never Been So Much Fun!'. This is used in *Cannon Fodder's* fantastic intro scenes, and is the tune the 'pop video' has been made for.

Tell me, Dr Jools, just how do you make a pop video ? Right kids, it all starts very early in the morning – 5.30am, to be precise. First on the agenda - meet Stoo and Chris at work, pick up the other Chris on the way and meet Jon and Richard down in Haverhill Sainsburys. Haverhill is where we get kitted out with our 'Nam American army uniforms (check out those photos, man). Hey! Do we make those Hidden guys on the left look like train-spotters or what? *(That's enough of that, gentlemen. – Ed)*

Sorry, back to the bird in hand. We then had to meet the photographer, the cameraman and a rather amicable chap who owned a very impressive military vehicle which I can only describe as a cross between a tank and some kind of troop carrier.

We spent the rest of the day being shot by either cameras or toy guns, and attempting to act for the various scenes in the video, which of course you would love to hear about. And, of course, I'm gonna tell you that... I'm not gonna tell you about them, Sorry chums. You see Jon's trying his best to get some nice, some very, very, very nice people off TV interested in putting it into one or two of their programmes. (Anybody reading this who might be interested, please get in touch – Dominik? Violet? Dexter? Please?) So, if I tell you what happens in the video, I'll probably spoil all of the jokes for later – I hope that you'll understand.

I could, instead, tell you more about the game you're all awaiting in eager anticipation. Okay then, recent additions *Cannon Fodder* have been animals – including scorpions, various birds, a pig, various sheep, some seals, and many, many more. A number of traps have now been implemented – mines and trip wires, for example. And there are civilians in it as well, including natives, hostages, gunslinging cowboys and dirty old men. *(Pardon? – Ed)*

Right then, folks – get ready because it's competition time! Working from these lovely photos of myself, all you have to do is recognise me in a street anywhere in the country, walk up to me and casually say "Where's my pork pie?". The first person to do so will win a copy of Dino Dini's *Goal!* which includes autographs of the Sensi-soft squad on the underside of the lid. This competition is not open to anybody who even slightly knows me personally, it is deadly serious, and the winner will get their name printed in a future edition of AMIGA POWER. *(And, we add, presumably Jools' decision is final. – Ed)* So, good luck! And bye bye bye for now.

An idyllic farmyard scene, complete with jeep and copter.

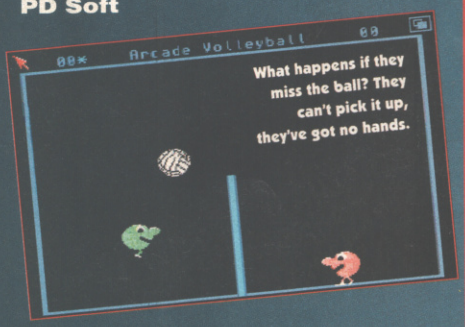
The Nanuck family soon found that igloos aren't bomb-proof.

PD

Having survived the harrowing experience that was the Dangerous Babies at the Gloucester Festival, Dave Golder narrowly missed being cast in the new stage version of Grease and reviewed some PD instead. What an exciting life he leads, eh readers?

ARCADE VOLLEYBALL

PD Soft



Warning: this is for two players only. Well, there is a facility to play against the computer but that gets a bit dull. This is one of those games that only come alive when there are two of you.

Basically it's volleyball viewed from the side, played by two blobs who headbutt what looks like a ball of wool around the court. The graphics are functional (ie, rubbish) but it's fast, the ball bounces realistically, and the pace is varied, meaning that games can be deliciously unpredictable.

VERDICT: Complete rubbish really, but in two-player mode it's a hoot.
RATING: ★★★

JELLY-QUEST

David McGuire

This isn't actually PD – yet. But it will be as soon as David McGuire sees this review. Y'see, David sent in this ten-level puzzle game along with a rather sheepish letter saying he wasn't sure if it was good enough to be PD. What a concept! Not good enough to be PD? He should see some of the rubbish I have to wade through every month – er, perhaps not, I wouldn't wish that on anyone.

Not that *Jelly-Quest* should just be unleashed 'cos it's no worse than a lot of other stuff – I reckon it's a little stonker (and I wasn't swayed at all by the fact all the level codes were sci-fi TV shows). Like all the best puzzle games the concept is simple, but allows for unlimited variations on the theme. It's a bit like *Q-Bert* in that you control a blobby Jelly wotsit who has to leap around tiles turning them from red into green. But there are loads of different types of tiles: some turn all the surrounding tiles green, some swap between the two colours every time you leap on while others remain green; some explode if you stay on them too long; others automatically make you jump in a certain direction.

The puzzles are ingeniously worked out and incredibly addictive. The game also looks very impressive – even the intro screen and high score tables ooze quality. On the downside you only get one life, which is extremely irritating, and it's often difficult working out which tile does what.

David reckoned that if I gave this the thumbs-up he'd release this short version as PD then release an expanded version as shareware. My advice – do it (but include a few more lives – okay?).

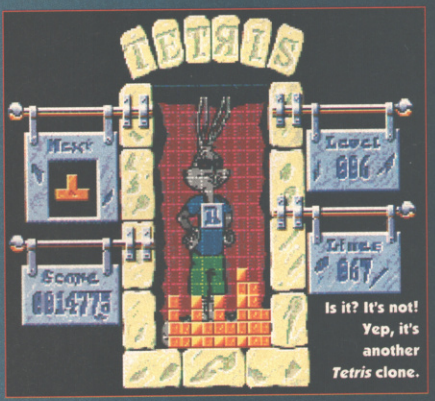
VERDICT: PD libraries take note. Get this in your catalogues now. Despite some rough edges, it's a superior brand of PD puzzle game, and its looks can only be described as 'dead lush'.
RATING: ★★★★

TETRIS PRO

NBS

I must have the world record for having played the most different versions of *Tetris*. Every month I get sent at least three of the things, and, to be frank, I can't fathom out why anyone would still want to produce more. It's not like anyone's come up with an exciting new twist in the genre for the past two years.

Take *Tetris Pro*, for example. There are two main gimmicks in this one. First, it's got bonus bricks that do such splendid things as turning the playing area upside down, or eliminating all the gaps. Second, every time you form a line a bit of a picture appears.



Complete the picture and you've completed that level. In later levels the difficulty is increased by having some blocks already in place, or by requiring you to form two lines simultaneously to reveal the picture.

And it's all very good. Very nicely put together. But hardly staggeringly original. Basically it's still just *Tetris*. So why should you go for this one as opposed to millions of others available? Er, well, the Bugs Bunny picture isn't bad...

VERDICT: Taken in isolation it's a darned fine, very addictive game. But it's hardly unique. There are more versions of Tetris around than the human mind can contemplate. And this is another one.
RATING: ★★★

ARTILLERUS

PD Soft

You know *Tanks*, that game in which two little tanks alternately fire missiles at each other, the point being that you have to work out the optimum angle for your gun so that you'll hit your opponent, Well, this is basically the souped-up version with go-faster stripes.

Artillerus has got more options than a Ford showroom plus the added bonus of dozens of different missiles to arm your tank with. It's all actually rather good.

VERDICT: An old concept given a much-needed overhaul. The result is surprisingly playable and great in two-player mode.
RATING: ★★★

CONTACTS: PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ● David McGuire, 29 Maple Court, Abronhill, Cumbernauld, Glasgow

THE GREAT ESCAPE OF BILLY THE BURGLAR

Magnetic Fields

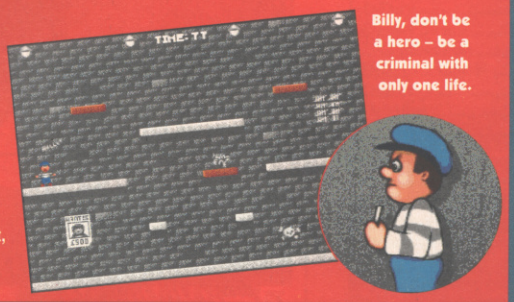
Strangely, Group Four Security don't even get a mention in the credits to this game about the everyday story of people escaping from prison. I'd sue if I was them. I mean not only is the game obviously based on their stunning work in the security sector, but even in its execution it manages to capture (if that word can apply in this case) that essential Group Four factor – incompetence. *(Allegedly. – Ed)*

To be honest, Billy ain't that bad, but it's got one flaw so debilitating the game is virtually unplayable. The concept is simple and has potential: in each level there is a series of platforms, the escaped Billy and a spotlight. Billy simply has to avoid the spotlight by leaping around the platforms.

Fair enough. The controls are reasonably responsive, if a bit limited, and the graphics and animation are pretty decent, but there's one problem. You get one life.

That's it. You die, and then before you play again you have to go through about five screens, none of which appear particularly speedily. It's irritating to the point where you simply can't be bothered.

VERDICT: Sorry – Billy might be trying to say something about the way video games devalue life, but I still want more than one for my money.
RATING: ★



Billy, don't be a hero – be a criminal with only one life.

THE REVENGE

First Choice

Er, apparently this is a game. But not even First Choice who sent me the disk were entirely sure. Something about deciphering a code to get on to the next level, they said. I'm still none the wiser.

It's certainly interesting in a demo-sort-of-a-way. You control an ED-209 (from RoboCop) as it walks along a graffiti-ridden alley. I say control, but use the word in the loosest possible sense: about all you can do is make him walk (at a set speed, in one direction) and Fire. And that's it. The occasional weird adversary appears and you gun them down bloodily, and that's about your lot.

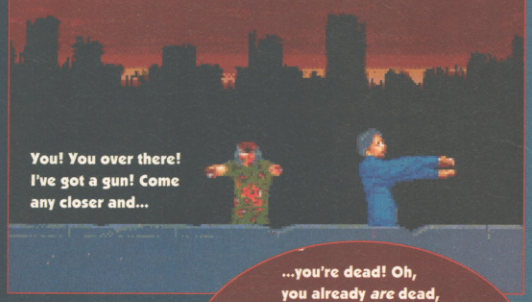
Quite what the code is, I haven't got a clue. The 'game' certainly looks superb and works as a superior demo, but if anyone can actually work out this code nonsense, drop me a line.

VERDICT: I'm suspicious. Is this just a (pretty good) demo pretending to be a game? Or what?
RATING: ★★

Mr Ed, movie and TV star.

Now the robotic talking horse takes its revenge.

ZOMBIE APOCALYPSE



You! You over there! I've got a gun! Come any closer and...

...you're dead! Oh, you already *are* dead, I notice. Damn.

Telescan

There is a recognised demographic class which sociologists have identified as the BCFG – Blood Count Film Goer (Mark, I reckon, would qualify). Their appreciation of a film tends to depend less on acting, plot or how much of her body Sharon Stone displays, and more on how much blood gushes out of various gaping wounds. This game should be right up their dark, dank, killer-rat-infested alley.

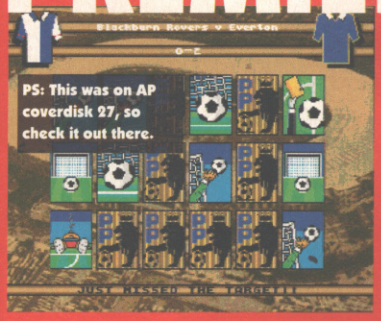
It's a mouse-controlled shoot-'em-up of the sort where you have to move your sights over the targets as they appear on screen. In this case the targets are zombies, and zombies, by their nature, being dead already, can't be killed. Nope, they have to be obliterated. So one shot just ain't enough; you have to pump these guys so full of lead they just fall apart. And they don't take getting blasted lying down; once they've cottoned on to your game they start milling around and even lobbing grenades at you.

You have to blast a set number of zombies on each level within a certain time limit, and you have limited ammunition. On the plus side, you have grenades that'll destroy everything on screen, and there is more ammunition to pick up along the way.

There isn't really much to it, but it's fast, action-packed and looks superb. Even the sound is suitably atmospheric. A bit more variety wouldn't have gone amiss, but that's the problem with zombies – they've got no imagination.

VERDICT: Good, wholesome, unwholesome fun for a while, but the blood and guts all become a bit yawnsome after not too long.
RATING: ★★★★

PREMIER PICKS



Magnetic Fields

(Er, Dave? – Ed) And just in time for the '93/94 football season we have *Premier Picks* which recaptures all the excitement of the battle for League honours... well, maybe not. It's no *Kick Off 2* sim, more like a game of Top Trumps. But it's still a great deal more fun than watching any bits of the aforementioned battle that involve Arsenal.

Premier Picks could possibly be the world's first 20-player Amiga game, each player choosing to play a team from the Premier division. Don't panic if you're of an anti-social inclination, though – any number up to 20 can play, the computer taking control of the other teams (nope, I'll resist the temptation to stick in another Arsenal joke).

The game resembles Match Pairs, in that you are presented with a grid of face-down cards – you and an opponent then take turns to choose a card to flip over. But *Premier Picks* is much more a game of luck. You only choose one card each turn and the aim of each map is to find more 'Goal' cards than your opponent.

Other cards include Free Kicks (basically, have another go), Penalties (find a goal card quick), Substitute (that card gets turned back over and swapped for another one) and Foul (lose a turn). Also, in the first half of each match there will be a Half Time card; in the second half there will be a Full Time card. If these are picked then (would you Adam and Eve it?) that's the end of that half.

There is also a card reveal feature which shows you the position of up to six cards before a half commences, which does introduce an element of skill, but not much. It's quite good if an Half or Full Time card is revealed because then, if you get a goal ahead, you can just finish the half and stop your opponent from scoring any more (a bit of an Arsenal tactic if you ask me).

VERDICT: The game itself isn't exactly a stunner, but the presentation is top-notch with decent graphics, simple controls and loads of league and fixture tables. And if there are a few of you each playing a different team it can get deliciously vindictive and partisan. Top multi-player fun.
RATING: ★★★★

CONTACTS: First Choice, The Orchard, 139 Highridge Green, Bishopsworth, Bristol BS13 8AB ● Magnetic Fields, PO Box 118, Preston, Lancashire PR2 2AW

18TH HOLE

Magnetic Fields
Shareware £4.50

To be honest, *18th Hole* sometimes feels more like putting around Hampton Court Maze than real golf. The fairways twist and turn like the plot of a poor episode of Agatha Christie's Poirot, and you can't pitch over trees – the balls just bounce back at you in a dramatically unrealistic manner.

Sounds pretty hopeless? Well, as a golf sim *18th Hole* IS pretty hopeless, but it's still darned good fun. You get an overhead view of each hole, some of which are ridiculously contorted – often the green is just yards from the tee but you have to play in a complete circle to get there. There are even holes where you have to hop from island to island. When (if) you finally get the ball in the green, the view zooms in for some close-up action.

It's also got a control system that's bizarre to say the least and downright tricky to be a little bit more informative. You choose the direction that you want the ball to go in using the good old traditional arrow keys to rotate an on-screen pointer. Then both your swing and power are selected with pendulum-like affairs – you have to try to click your mouse button at exactly the right second. It takes some mastering, believe me.

The one-player option takes the form of a tournament with five other computer-controlled golfers for you to compete against, whereas in the two-player mode it's a play-off between you and a mate from the 'real world'.

It's a strangely addictive game – irritating, sure, but with enough playability to get you out on the links despite its drawbacks. The shareware version comes with one course disk, but when you pay your registration fee you get sent another – apparently sci-fi-styled – set of holes.

VERDICT: As a golf sim it's frankly a load of old knobbly bits, but as a game in its own right, it's got a certain charm.
RATING: ★★★★ (Four. Fore! Geddit? I'll just fire myself, shall I?)

Nobody in the AP office actually plays golf but Sean Connery does. Hm.

STARIANS

NBS

I've seen some weird sprites in my time, but this one takes the Garibaldi, it really does. It looks like the flying head from Zardoz being wheeled around in a shopping trolley. Truly bizarre.

And it's about the only thing of note about *Starians*, a fairly dull platformer that tries hard to be impressive but fails. It's a predictable trundle-around-levels-blasting-and-leaping-type thing with not very exciting pick-ups, dull nasties and repetitive timed-leap-type problems. The graphics are colourful and detailed but not very interesting, and the controls are about as responsive as a sloth in a coma.

To its credit there seems to be slightly fewer than infinite levels (ie, I got bored after playing the first six and consequently don't know how many levels there are, but it looked like I was still on the early ones) and there's a lot going on. But the overall effect is decidedly humdrum.

VERDICT: Yawn.
RATING: ★★

STAR BASE 13

Magnetic Fields
Shareware £5

PD adventures used to be all the rage, but then, one day, the world was given *Shoot-'Em-Up Construction Kit*. These days you rarely spot them buried among the mass of slowly-vertically-scrolling blasters, and when you do they're usually pretty dull.

As an adventure, *Star Base* has its faults, but you've got to give it credit for style. Well, you haven't. You're not the reviewer. But I am. And I AM going to give it credit for style. The graphics are very impressive (apart from the style of spaceship design which Freud would have a field day with), the control system is logical and comprehensive and the plot is suitably dumb – some sci-fi nonsense involving space stations and Stringons (which is such a crap name that maybe I won't give it quite as much credit for style). All these factors certainly draw you in initially.

But the character interaction could have been a bit more exciting – the bunch you meet here have about as much personality as an MFI sofa bed. And it has that irritating habit of killing you without any warning – BOY, I REALLY HATE THAT.

VERDICT: An aesthetically pleasing and very playable, but not very deep adventure. You'd have be seriously into adventures to part with £5 for it.
RATING: ★★★

JONUS FULSTRAAND

PD Soft

It's slow, it's old fashioned, it looks dreadful, it's got the breathtaking originality of a Dannii MInogue single, the controls are more frustratingly irritating than a sackful of itching power down your boxers and it's not at all bad. Okay, maybe I'm going soft in the head, but I actually enjoyed this rubbish.

It's a platform game that's all about timed leaps, and that's about it. But the obstacles come thick and, er, about as fast as they can considering the snail's pace of the game. And most of them are enjoyably tricky, both in terms of working out how to get by them and actually attempting to do the moves.

The graphics look like Egyptian hieroglyphics but don't let that put you off. The levels are massive, and with nine lives a throw you can make impressive inroads into the game.

VERDICT: The sort of game that thrives in PD; tacky as hell but with a certain charm.
RATING: ★★★

CONTACTS: Magnetic Fields, PO Box 118, Preston, Lancashire PR2 2AW ● NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA

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U118 - MORE WORKBENCH HACKS - Guess what?

VIRUS KILLER

V001 - SUPERKILLERS - Highly recommended. Don't put your entire software collection at risk - this disk could save you £££'s. This easy to use collection of utilities will keep all your disks virus free.

DISKSTART V1.3

K001 - DISKSTART V1.3 - Excellent utility that should solve most incompatibility problems with Workbench V1.3 software for A500+/A600/A1200/A4000 owners.

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ALL FORMATS

ALL DISKS BELOW ARE COMPATIBLE WITH A500+/A600/A1200/A4000 WHEN DISKSTART V1.3 IS USED.
K001 - DISKSTART V1.3 - Emulation program.

GAMES

G043 - WIBBLE WORLD GIDDY - Superb platform game. Best PD game ever.
G045 - TANKHUNTER - Addictive tank V tank action.
G048 - NEIGHBOURS - (2 disks)Best graphic adventure available in PD.
G049 - FIGHTING WARRIORS - Budget version of Streetfighter 2. As reviewed in Amiga Power July.
G050 - BOMB JACKY - Classic game at its best.
G052 - CRAZY SUE - A first rate cute platform game.
G053 - CRAZY SUE 2 - Sequal to the all time best selling public domain platform game.
G054 - JETMAN - A spectrum classic converted to the Amiga with all original sounds.
G040 - PARADOX - "A funky puzzle game" quote Amiga Power.
G039 - FRUIT PANIC - Cute platform game.
G038 - SMURF HUNT - Average shoot em up with meaning.
G055 - TEXAS CHAINSAW MASACRE - Good cut em up, but is a little repetitive.

GAMES

G051 - BALDERS GROOVE -Boulder Dash type game.
G011 - AIR ACE 2 - Excellent graphics, from shoot em up construction kit.
G028 - PIPELINE - Popular game.
G015 - MEGABALL - Reviewed in Amiga Power as not compatible with A500+/A600/A1200/A4000, but it now works if you use K001 Diskstart V1.3
G056 - 18 HOLE GOLF - First ever public domain golf game.
G057 - SPACE INVADERS 2 - A revised version of the classic Space Invaders.
G058 - RESCUE - Excellent graphics in this game simular to scramble.
G059 - AMOS CRICKET - For fans of the sport only.

EDUCATION

E001 - TOTAL CONCEPTS DINOSAURS - Book on disk, appropriate for sensational Jurassic Park movie. Get it!!!
E005 - MATHS ADVENTURE - Solve questions to progress. Younger users.
E010 - GCSE MATHS - Good.
E011 - LANGUAGE TUTOR - French Spanish, German and Italian. Good
E007 - KIDS DISK 1 - Reading utility.

DPAINT TUTOR

U175 - DPAINT TUTOR - Also known as Gaters Graphic Gallery, this utility gives tips on how to improve your artwork and produce excellent logos. Simple tips will have you producing professional results in an hour.

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The bottom line – it's the tops. I mean, how else could you get rid of those I-wish-I-had-a-comprehensive-list-of-recent-Amiga-games-releases-with-the-very-best-ones-shown-in-red-and-last-month's-new-ones-shown-in-blue blues?

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MB – Matt Bielby ● MR – Mark Ramshaw ● MS – Matthew Squires ● MW – Mark Winstanley ● NW – Neil West ● RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise a bit dull from a visual action point of view. ★★★

3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99

AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day. ★★★★

AIR SUPPORT
Psygnosis £25.99
AP19 55% RL
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game *and* as a 3D blaster. It's a nice idea to combine two genres but it falls short when all the good bits are missed out. It's a sad, bad game, which is a pity. ★★★

ALIEN³
Acclaim £25.99
AP22 85% GP Top 100 No.38
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. ★★★★

THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99

AP27 65% MW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

AQUATIC GAMES
Millennium £25.99

AP19 60% SC
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. It does look very cute but we think we'll wait for *James Pond*^{3}. ★★★

ARABIAN NIGHTS
Mirage £34.99

AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun. ★★★★★

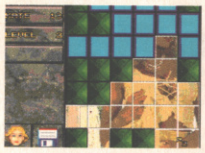
AV-8B HARRIER
Domark £39.99

AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. It's still dull on the A1200, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★ for A1200)

B17 FLYING FORTRESS
Microprose £39.99

AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience. ★★★★

BACK SIDES
Emotional Pictures £25.99



AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95

AP27 86% MW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare. ★★★★

BAT 2
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. Nice one. ★★★★

BC KID
Ubi Soft £25.99

AP19 89% GP Top 100 No.86
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BEAVERS
Grandslam £25.99

AP26 71% SC
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special. ★★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP21 81% TT Top 100 No.43
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. With a hundred levels involving all sorts of puzzles, this will keep you going for ages. ★★★★★

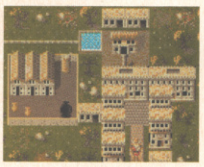
BLOB
Core Design £25.99

AP29 88% SC
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears. ★★★★★

BODY BLOWS
Team 17 £26.99

AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of lethal accuracy. The only downer is how long you can bash your mates before it gets a bit boring. ★★★★★

CAESAR
Impressions £29.99



AP19 84% DG
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CAMPAIGN
Empire £34.99

AP19 83% JD
And here's another decent wargame. *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, and probably still a bit much for zapping fiends, but a lovely game for anyone with the slightest beam of light creeping through the closed door of their mind. ★★★★

CASTLES 2
Interplay £34.99

AP29 44% MW
It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337 and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game. ★★

CHAMPIONSHIP MANAGER '93
Domark £25.99
AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead. ★★★

THE CHAOS ENGINE
Renegade £25.99
AP22 89% SC Top 100 No.14

The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable. ★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% MW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters. ★★★★

COHORT 2
Impressions £29.99

AP26 52% MW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view.
★★

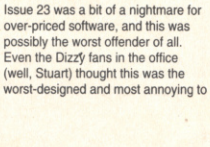
COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% MW Top 100 No.59
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*.
★★★★★

COOL WORLD
Ocean £25.99
AP21 59% TT
Enjoyable (if unoriginal) platform game with clumsy character control as its main fault. The link to the film is tenuous to say the least.
★★

CREATURES
Thalamus £25.99

AP24 20% SC
A cutesy, platformer type of affair where the only real entertainment comes from the single-screen torture scenes. Pixel-perfect jumps prove tiresome, and come to think of it, so do most of the other features. Not at all a fun experience. ★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99



AP23 25% SC
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date, so making it cost three times as much as the rest has to be a bit of a mistake. ★

CYTRON
Psygnosis £29.99
AP21 61% SC
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze shooting other robots and splitting up into two little robots occasionally. Lots of other options liven things up, but only for a few minutes. ★★

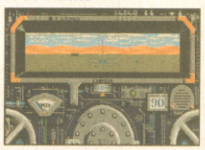
DARK QUEEN OF KRYNN
SSI £32.99

AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though.
★★★

DARKSEED
Cyberdreams £34.95

AP22 88% MW Top 100 No.61
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach.
★★★★★

D-DAY
US Gold £29.99



AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on.
★★

DESERT STRIKE
Electronic Arts £29.99

AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DRAGON'S LAIR 3: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DUNE 2
Virgin £30.99

AP28 91% MW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about. ★★★★★

DUNGEON MASTER/ CHAOS STRIKES BACK
Psygnosis £25.99
AP21 81% AP
Standard RPG fare packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both, depending on your views on RPGs. ★★★

ENTITY
Loriciel £25.99

AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★★

EURO SOCCER
Flair Software £25.99
AP22 39% JD
Yet another game which fails to challenge *you-know-what* as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under 'S'. ★★

EXODUS
Demonware £29.99
AP22 58% DG
Very hard to get into, with no help from the manual. Loads to tackle if you can manage to break through, but not particularly rewarding unless you're prepared for months of space exploration and engine maintenance.
★★

FIREHAWK
Code Masters £19.99

AP28 45% TN
Overhead-view helicopter-vs-druglords blast-'em-up jazzed up with a weird skeet-shooting sub-game. The every-which-way scrolling action can get pretty frantic at times, but that's mainly because the dodgy control system makes it almost impossible to tell which way your chopper's pointing. Okay but no *Desert Strike*. ★★

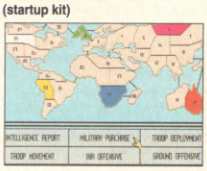
FLASHBACK
US Gold £37.99

AP25 92% MW
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes. ★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95

AP29 61% SC
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then. ★★★

GLOBAL CONFLICT
Quantum Software £12.99
(startup kit)

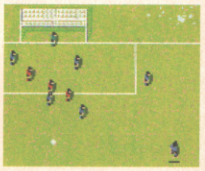


AP28 53% MW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS
Virgin £30.99
AP28 84% TT
At last – a cute platform shoot-a-rama with a difference you'll enjoy.

Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'.
★★★★

GOAL!
Virgin £30.99



AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi's* super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP21 78% MW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go.
★★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99
AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% MW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HISTORY LINE
Blue Byte £34.95
AP22 87% RL Top 100 No.20
Wargames don't come much better than this. A World War 1 strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do.
★★★★

HUMANS – JURASSIC LEVELS
Mirage £19.99 data disks, £29.99 stand-alone

AP26 63% MW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts and US Gold £34.99

AP21 90% GP Top 100 No.57
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this.
★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99
AP22 36% MW
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INTERNATIONAL RUGBY CHALLENGE
Domark £25.99

AP26 2% SC
Internationally Rugbily Challenged, more like. ★

ISHAR 1200
Daze £29.99

AP29 84% DG
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard Ishar.
★★★★

ISHAR 2
Silmarils £29.99

AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★

JOE AND MAC CAVEMAN NINJA
Elite £25.99
AP22 22% SC
Horrible graphics, tragic control system and uninspiring gameplay combine to make this a true turkey. Don't waste your cash. ★

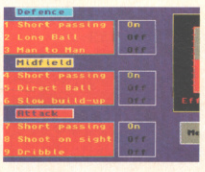
KGB
Virgin £30.99

AP21 87% TN
An adventure game that steers well clear of the well-worn 'myth and magic' themes, and instead goes with a well-researched contemporary approach. The atmospheric graphics and numerous characters give it depth, but the linear storyline leaves little scope for exploration.
★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler. ★★★

LEEDS UNITED CHAMPIONS
CDS £25.99



AP21 74% AP
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. It also suffers from being inextricably tied to Leeds United football team, which means that however good it is, some people just aren't going to buy it. ★★★

LEGEND OF KYRANDIA
Virgin £35.99

AP19 89% LE Top 100 No.80
Gorgeous adventure with an excellent difficulty curve, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

LEGENDS OF VALOUR
US Gold £39.99

AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright. ★★★★

LEMMINGS DOUBLE PACK
Psygnosis £29.99

AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price is a shame. ★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99

AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original. ★★★★★

LETHAL XCESS
Eclipse £TBA

AP25 70% MW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either. ★★

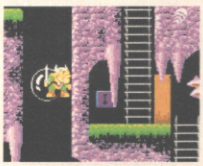
LIONHEART
Thalion £25.99

AP22 88% MR Top 100 No.74
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time.
★★★★★

LOCOMOTION
DMI £25.99
AP19 84% SC
Arrange the tracks so the trains don't crash. Fun that the whole family can join in with, *Locomotion* is also a game that pushes your brain into overdrive. It's absorbing, addictive, admirable, and lots more besides. It's got a built-in construction kit so you'll never get bored with it. What more could you want? ★★★★

LORDS OF TIME
Hollyware £25.99
AP19 53% JD
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

THE LOST VIKINGS
Interplay £29.99

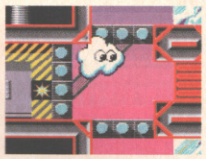


AP27 87% TT
Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'. ★★★★★

McDONALD LAND
Virgin £25.99
AP19 67% JD

Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

MORPH
Millennium £25.99
AP27 86% TT



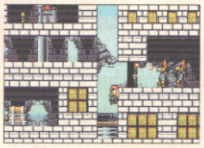
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi.
★★★★

MOTORHEAD
Virgin £15.99

AP21 71% MW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look. ★★★

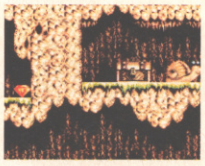
NICK FALDO'S GOLF
Grandslam £34.99
AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

NICKY 2
Daze/Microids £25.99



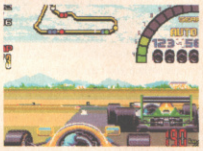
AP29 34% RL
If the Department of the Environment were to form a select committee to lay down a national standard for platform games, and government-approved programmers were then employed to program it, then the end result would be *Nicky 2*. It's got most things – hidden bonus levels, flying shoot-'em-up bits, jumping on the heads of bad guys. On the other hand, it only lacks a few facets, like excitement, surprises, pace, playability – that sort of thing. ★

NICKY BOOM
Microids £25.99



AP21 50% GP
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored.
★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99



AP21 78% TT
It's a racing game, and no better or worse than many others on the market today. It's fun to play though, and the large number of courses and interesting background graphics should give it a long shelf life. The sound's a little weak, but it's a small complaint for such a good game.
★★★★

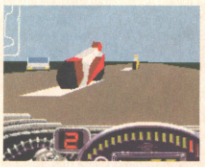
NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though.
★★

NIPPON SAFES
DMI £29.99

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

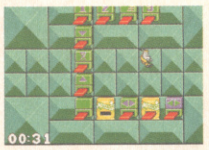
NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at.
★★★

NO SECOND PRIZE
Thalion £25.99



AP19 84% TN Top 100 No.19
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot.
★★★★

ONE STEP BEYOND
Ocean £19.99
AP29 87% MW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS.

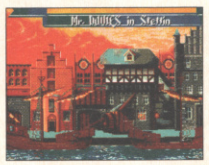


You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS? ★★★★★

PALADIN 2
Impressions £29.99

AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you inevitably discover it's got no real substance whatsoever. Still, the construction kit extends the life a little beyond this point. ★★★

THE PATRICIAN
Daze £29.99



AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this? ★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC Top 100 No.6
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★

PIRACY
ICE £29.99

AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PLAN NINE FROM OUTER SPACE
Gremlin £34.99
AP18 36% RL
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. There are plenty of other things to blow 35 quid on. And just why does a game which includes a 'free' video cost more than Gremlin's standard releases? ★★

POOL
Virgin £25.99

AP19 82% SC Top 100 No.18
The follow-up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead. ★★★★

POPULOUS 2: THE CHALLENGE GAMES
Electronic Arts £14.99
AP21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only. ★★

PREMIER MANAGER
Gremlin £25.99

AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process. ★★★★

PUTTY
System 3 £25.99

AP18 90% MR Top 100 No.28
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around. ★★★★★

RAGNAROK
Mirage £34.99

AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not. ★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

REACH FOR THE SKIES
Virgin £30.99

AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun. ★★★

RED ZONE
Psygnosis £25.99

AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and, combined with the controls, make this a definite miss. ★★

ROAD RASH
Electronic Arts £25.99
AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*. ★★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99

AP28 84% TT
Now, depending on who you believe, Robocod is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if you happen to be Stuart Campbell, say. ★★★

ROBOSPORT
Ocean £29.99
AP21 64% RL
Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be. ★★

ROME AD 92
Millennium £25.99
AP19 59% LE
It's quite fun at first as the story unfolds and your quests start. The statics are nice and the whole thing seems like a good idea until you've played it for a long time. If only a little more were happening it would be a cracking little adventure. ★★★

SABRE TEAM
Krisalis £25.99

AP19 68% LE
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be really good. If only it wasn't for that damn lack of speed. ★★★

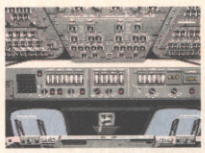
SENSIBLE SOCCER '92/'93 SEASON
Renegade £25.99 stand-alone /£3.95 upgrade

AP21 94% SC Top 100 No.1
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead. ★★★★★

SHADOWORLDS
Krisalis £25.99

AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★

SHUTTLE
Virgin £30.00
AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★



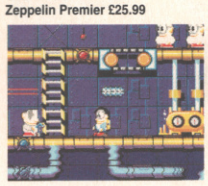
SIM CITY DELUXE
Infogrames £29.99

AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format. ★★★★★

SIM LIFE
Mindscape £34.99

AP29 50% JD
Imagine a game that perfectly captures the excitement, high tension and fast-paced drama of watching protoplasm evolve over hundreds of millions of years, and you'll have a good idea of how thrilling *Sim Life* is. It really can't decide whether it's a game or an educational tool, and only teaches you what you already know – that crap critters get eaten. It's overcomplicated and tedious, and these are just some of its good points. ★★

SINK OR SWIM
Zeppelin Premier £25.99



AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*. ★★

SLEEPWALKER
Ocean £25.99

AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it. ★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97

AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Oooooohh. ★★★★

SOCCER KID
Krisalis £29.99

AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic. ★★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically. ★★★★

STREET FIGHTER 2
US Gold £27.99

AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF2* is the second-best beat-'em-up – after *Body Blows*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two-player game, a little less fun for one. ★★★★

SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some

genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

SUPERFROG
Team 17 £26.99

AP26 78% MW
First of a 'new generation' of console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). Thoroughly slick and professional presentation, but, for all that, *Superfrog* lacks just a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better. ★★★

SUPER SPORTS CHALLENGE
Daze £25.99

AP29 39% DG
A sports game that doesn't require you to waggle your joystick to death. We repeat, there's no waggling in this game. The Joysticks Of The World breath a sigh of relief, and a hundred thousand smutty innuendo jokes are laid to rest, but the game's revolutionary energy-based control system fails to inject life into ten dull track and field events that are only really interesting for the first few goes. ★

SWORD OF HONOUR
DMI £25.99

AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

SYNDICATE
Electronic Arts £34.99

AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha. ★★★★★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT Top 100 No.92
A console-beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun.
★★★★

TINY SKWEEKS
Loriciel £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though.
★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99

AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans. ★★★★

TRANSARCTICA
Silmarils £29.99

AP23 64% MW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff. ★★

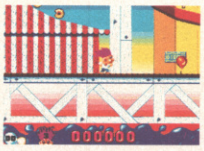
TRANSARCTICA ENHANCED 1200 VERSION
Silmarils £29.99

AP28 65% MW
What more could we say about this than "it's just like the original *Transarctica*, only slightly faster and with more colours in the (already lovely) illustrations"? Oh, nothing. That's okay then. ★★★

TREASURES OF THE SAVAGE FRONTIER
US Gold/SSI £32.99

AP19 34% LE
An out-of-date RPG when compared to the likes of *EOTB* and *Storm Master*. It's slow with a disgusting amount of disk accessing and no hard drive installation option. It shows how an old formula can go stale when pushed too far, and this has been pushed too far.
★★

TROLLS
Flair £25.99

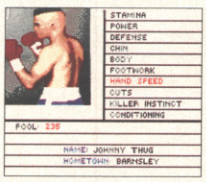


AP21 83% MW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. The only thing that beats it for sheer cuteness value is...
★★★★

TROLLS (ENHANCED 1200 VERSION)
Flair £25.99

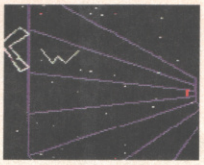
AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

TV SPORTS: BOXING
Mindscape £14.99



AP19 56% AP
Well, it's the best job anyone's made of a boxing game so far. Sadly, it's still a boxing game, and it leaves a fair bit to be desired in the lasting-appeal department. ★★

VEKTOR STORM
Inova Games £29.99
AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★



WALKER
Psygnosis £29.99

AP24 85% MW Top 100 No.58
Strut around in a huge metallic blue chicken and kill everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster.
★★★★

WAR IN THE GULF
Empire £29.99

AP28 85% MW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing. ★★★★

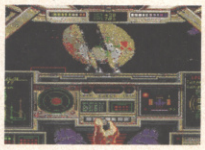
WAXWORKS
Accolade £34.99

AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status.
★★★★

WHALE'S VOYAGE
Flair £29.99
AP27 59% MW
Hugely sophisticated RPG/adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario. Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle. ★★

WING COMMANDER
Mindscape £34.99



AP21 55% MR
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups.
★★★★ (for the... A1200)

WIZKID
Ocean £25.99

AP15 91% MR Top 100 No.15
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer.
★★★★★

WOODY'S WORLD
Vision £25.99

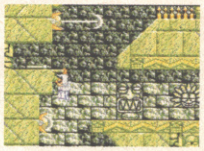
AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. There's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is.
★★★

WORLDS OF LEGEND
Mindscape £25.99

AP26 81% MW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. More specifically, it's exactly the same game engine, only this time with a different adventure to play through – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it.
★★★★

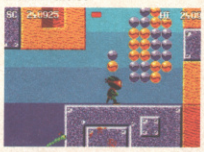
WWF EUROPEAN RAMPAGE
Ocean £25.99
AP22 18% JD
Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. (What we're basically trying to say here is "Don't buy it".)
★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL
Gremlin £25.99

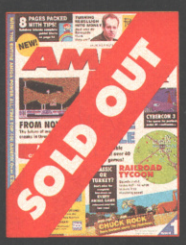


AP18 90% LE Top 100 No.71
Heralded as a *Sonic*-beater, but let's face it, it isn't. Still, it IS one of the Amiga's finest and zappiest platformers, and a good attempt at beating the consoles at their own game. You should, though, check...
★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT Top 100 No.71
...this. Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200.
★★★★

AMIGA POWER BACK ISSUES

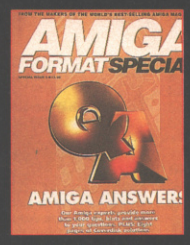


1 May 1991
Reviewed: *Eye Of The Beholder, Cybercon 3, Gods.* **On the disk:** *Bombuzal.**

2 June 1991
Reviewed: *Megatraveller* and *Monkey Island!* **On the disk:** *Kid Gloves* – the complete game!

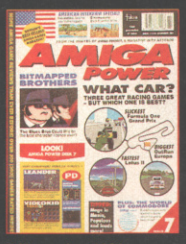
3 July 1991
Reviewed: *F-15 Strike Eagle 2, Deuteros* and *Toki.* **On the disk:** *Exile, Prehistorik* and great PD!*

4 August 1991
Reviewed: *Jimmy White's Snooker* – and more! **On the disk:** *Beast Busters, The Executioner* and PD!*



5 September 1991
Lemmings preview. *Mega lo Mania* reviewed. **On the disk:** *Barbarian 2,* plus five great PD games!*

6 October 1991
Reviewed: *Midwinter 2, Magic Pockets, Rodland.* **On the disk:** *Rolling Ronny, Captain Planet.**

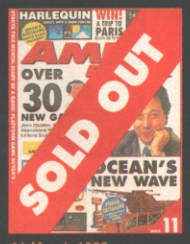


7 November 1991
Reviewed: *F1 Grand Prix, Blues Brothers, Lotus 2, Robocod.* **On the disk:** *Leander, Video Kid.**

8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

9 January 1992
Reviewed: *Smash TV, Birds Of Prey* and more! **Double disk:** *Knights Of The Sky, Puggles.*

10 February 1992
Reviewed: *RoboCop 3, Another World, Leander* and more! **On the disk:** *Mr Wobbly Leg* PD etc.



11 March 1992
Reviewed: *Harlequin, John Madden, Shadowlands.* **On the disk:** *Pacific Islands.*

12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

15 July 1992
Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*

17 September 1992
Reviewed: *Premiere, Bug Bomber, Fascination.* **Double Disk:** *Top Secret, Captain Dynamo.*

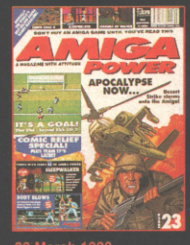
18 October 1992
Reviewed: *Zool, Putty, Lotus 3, Troddlers, Beast 3.* **On the disk:** *Lotus 3* and *Tearaway Thomas.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*

20 December 1992
Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

21 January 1993
Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer, Trolls.*

22 February 1993
Reviewed: *Street Fighter 2, Chaos Engine, Alien*^{3}*, Lionheart.* **On the disk:** *Alien*^{3}*, Arabian Nights.*



23 March 1993
Reviewed: *Legends of Valour, Combat Air Patrol, Sleepwalker.* **On the disk:** *Body Blows, Sleepwalker.*

24 April 1993
Reviewed: *Lemmings 2, Chuck Rock 2, Walker.* **On the disk:** *FA Premier League Football, Dong.*

25 May 1993
Reviewed: *Desert Strike, Flashback* and *Arabian Nights.* **On the disk:** *Beavers* and *Entity.*

26 June 1993
Reviewed: *Goal!, Worlds Of Legend, Superfrog.* **On the disk:** *Graham Gooch Cricket, Defender.*

27 July 1993
Reviewed: *Morph, Lost Vikings, Battle Isle '93, Super Cauldron.* **On the disk:** *Yo! Joe!* and fab PD.

28 August 1993
Reviewed: *Syndicate, Yo! Joe!, Dune 2, Global Gladiators.* **On the disk:** *Stardust Tunnel, Pong.*

29 September 1993
Reviewed: *One Step Beyond, Soccer Kid, Blob.* **On the disk:** *F117A Stealth Fighter, Blob.*

Beat the rush! Back issues of AP won't be around for ever, so fill in the gaps in your collection before even more of 'em sell out! Yes.

*Please note: disks 1,3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible.

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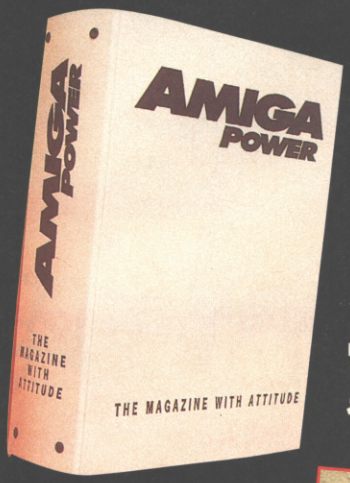

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Oh, have we got a video? Well yes, actually, we have. And, even if we do say so ourselves, it really is a bit of a corker. If you want the very best in top tips and hot hints for *Formula One Grand Prix, Zool, Putty, Monkey Island 2, Lemmings, Myth, Pushover, Rome AD 92, Knights Of The Sky,* or *John Madden Football* then you'd jolly well better send off for The AMIGA POWER Tips Video right away. We've put together 58 minutes of top-notch playing guides just for you, and frankly we think you'd be more than foolish to miss it.

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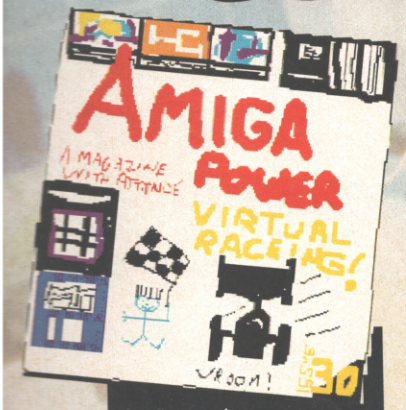
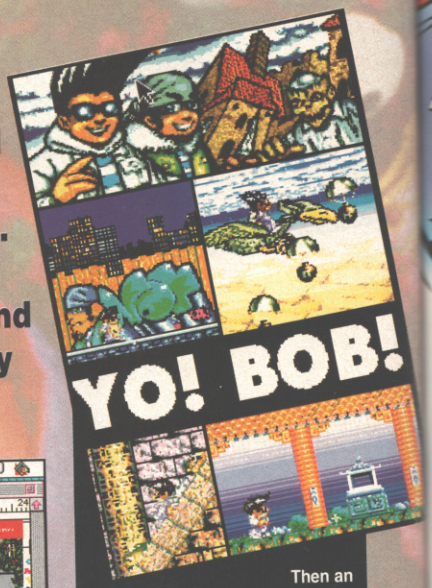
114

STARS IN OUR EYES, CORPSES IN OUR MOUTHS

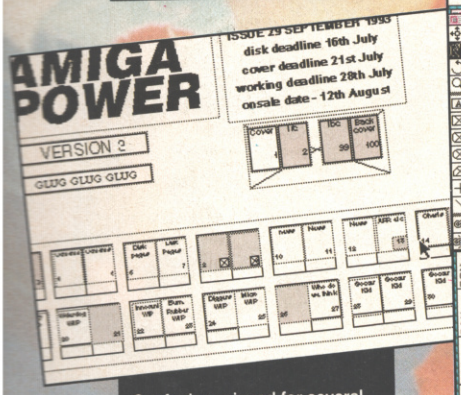
You might think that, as the mightiest beings who ever produced a computer magazine, we'd be perfect in every way. But it's not so. If only you could see some of the hilarious mishaps that happen 'behind the scenes' at AMIGA POWER every month, you'd soon think again...



The first version of the cover artwork didn't meet with Colin The Publisher's full approval – chortle!



Then an unfortunate misunderstanding led to giggles aplenty when we almost sent 60,000 of THESE out to the readers – snigger!



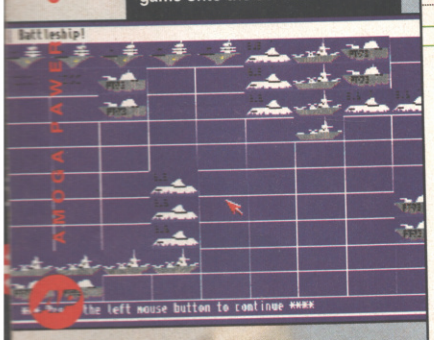
Confusion reigned for several minutes when Linda accidentally started using a copy of last month's flatplan and couldn't find any of the pages she was supposed to be checking – ho ho ho!

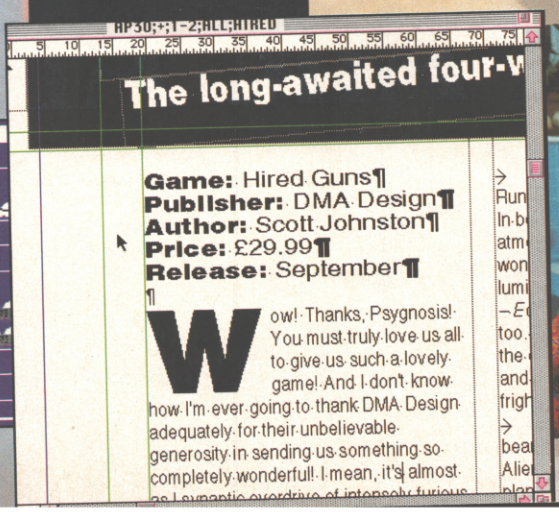
Mishearing his initial instructions, Steve's first draft of his debut *Hired Guns* review kicked off under the premise that AP was in fact 'A Magazine With Gratitude' – tee hee!

How we laughed when Sal accidentally deleted this entire link from the *Micro Machines* review and Mark and Steve had to go and do it all over again – ha ha ha!

And then, as a last straw, right, Zig and Zag didn't reply to our Right Profile questions in time, and when we phoned to chase it up, nobody at their PR firm had even heard of our contact and we had to hastily cobble together a load of old drivel to fill up the back page with at 25 minutes to go until deadli– *(Shut up! Shut up! They hadn't noticed until now, you clot! You're fired! Oh hell, too late. – Ed)*

Hearty guffaws were the order of the day when we realised that we couldn't actually fit this shockingly dreadful *Battleships* game onto the coverdisk – arf!





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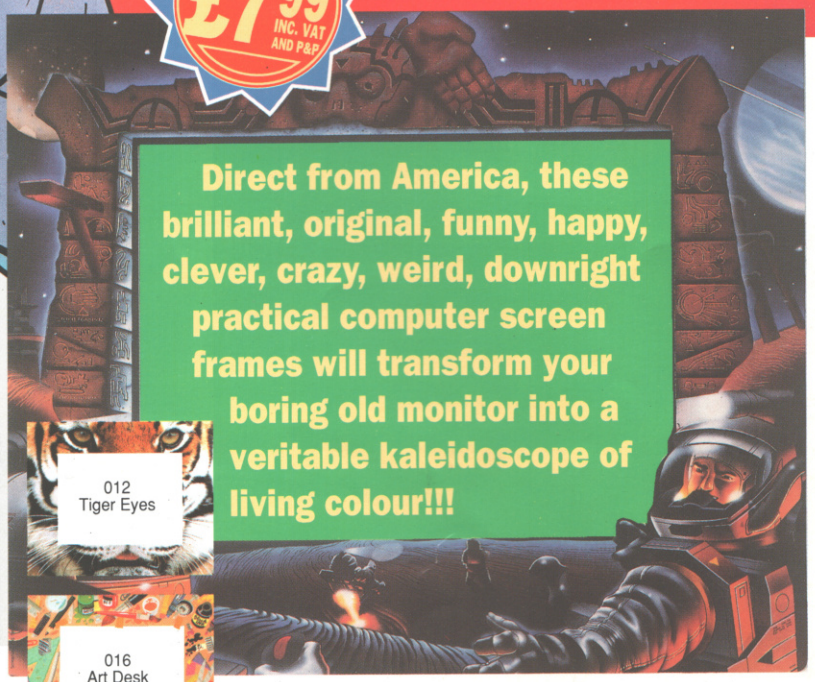

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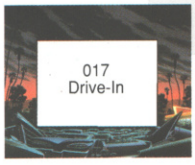

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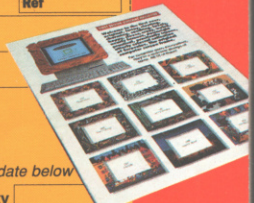

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NEXT MONTH! We're going to have to just stop putting this strip on quite soon, I think. Here are the things we definitely know about the November issue of AMIGA POWER: (1) It'll be on sale on October 14. (2) It'll have a fantastic head-to-head *Overdrive* vs *Skidmarks* review special. (3) Actually, to be honest, we're not absolutely certain about that one, so maybe you should forget we mentioned it, just to be on the safe side. (4) Oh sod, it's all gone horribly wrong again. (5) *(You're fired. – Ed).* (6) Damn.

Hired Guns – we actually did get it in this month! Blimey, eh?

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HOOKAH HOOKAH HOOKAH CHAKKA!

Hind Guns – we actually did get it in this month! Blimey, eh?

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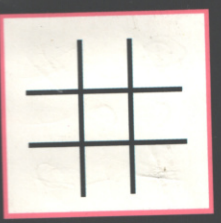

RULES:

1 Place X and O symbols alternately within grid boundaries
2 Make a line of like symbols.
NB Use pencil or wipe-clean felt tip for repeated play.

YOURS WITH ISSUE 30 OF AMIGA PO

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THAT'S THE MAGIC NUMBER

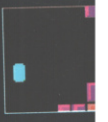
SKIDMARKS

An EXCLUSIVE track from this gratuitously rudely-named new overhead-view racer from New Zealand.

dis
30

JET STRIKE

Highly original and entertaining arcade flight-sim blaster, etc.



POIN

Breakout -
better than
think, hon

AM
P